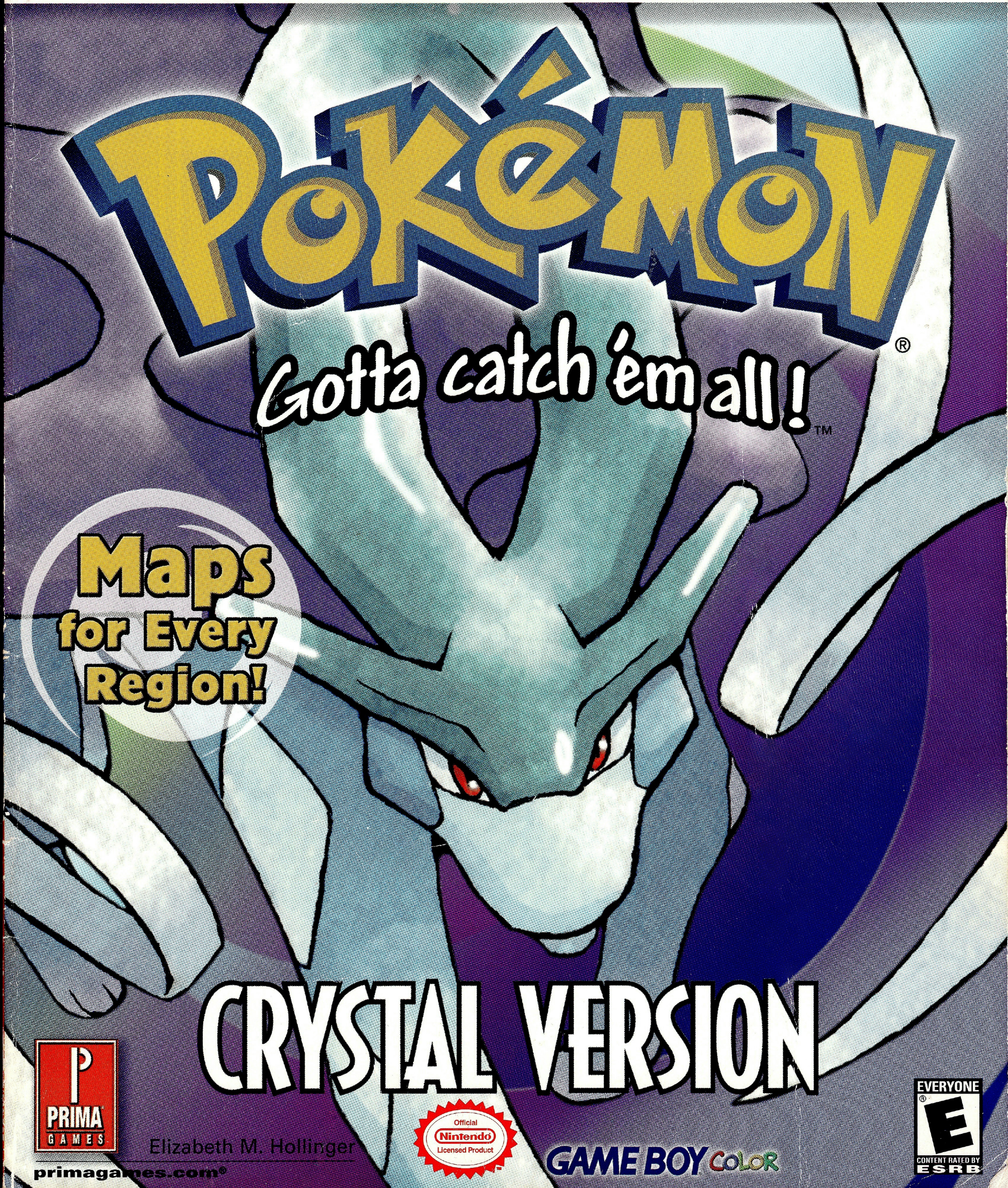
PRIMA'S OFFICIAL STRATEGY GUIDE

POKéMON®

Gotta catch 'em all!™


Maps for Every Region!

CRYSTAL VERSION

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Elizabeth M. Hollinger

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CRYSTAL VERSION

Prima's Official Strategy Guide

Elizabeth M. Hollinger

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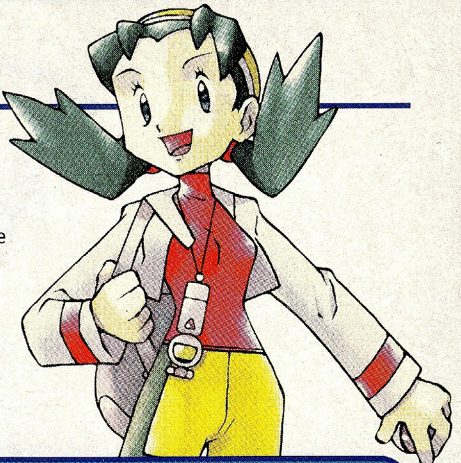
Pokémon Crystal Roundup!



You don't need to have played *Pokémon Red*, *Blue*, *Yellow*, *Gold*, or *Silver* to play and enjoy *Pokémon Crystal*—but it helps! *Pokémon Crystal* often refers to events from the other games, you meet many characters from *Pokémon Red*, *Blue*, and *Yellow,* and even visit locations where the original game took place.

Pokémon Crystal is a modified version of *Pokémon Gold* and *Silver*. While the basic story line remains the same, there are some interesting changes. You can now play as a girl character, Kris, if you wish. Kris sports her own unique icon and carries a rounder, pink backpack. *Pokémon Crystal* also displays new battle animation for all 251 Pokémon.

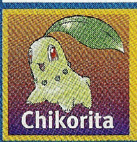
The biggest difference lies in the addition of a new Unown subplot. In *Pokémon Crystal*, you can learn more about the secret of the Unown by figuring out the clues written on the walls of the Puzzle Chambers. Figuring out their meanings opens up new rooms with valuable, rare treasures and inscriptions from the Unown.

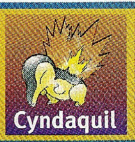
Suicune also plays a larger role in *Pokémon Crystal* than in either *Pokémon Gold* or *Silver*. Instead of getting the Rainbow or Silver Feather from the Radio Tower's Director after you defeat Team Rocket, you now get the Clear Bell. This item allows you to go face-to-face with Suicune at the Tin Tower before you head off to Indigo Plateau and the Elite Four! Capturing Ho-Oh and Lugia now happens in the second half of the game.

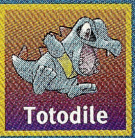
How to Catch 'Em All!

The Pokémon available in *Pokémon Crystal* and their locations have also changed since *Pokémon Gold* and *Silver*. The following section explains how you can catch all of the Pokémon found in *Pokémon Crystal*.

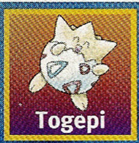
Pokémon Acquired in Events


Chikorita

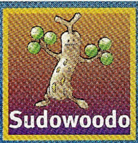

Cyndaquil


Totodile

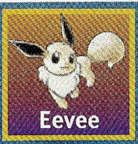
Choose one of the three at Prof. Elm's Lab!


Togepi

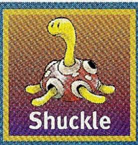
Get from Prof. Elm's Assistant in Violet City.


Sudowoodo

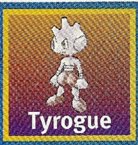
Catch on Route 36 using the Squirtbottle.


Eevee

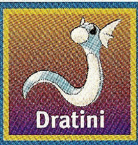
Get from Bill in Goldenrod City.


Shuckle

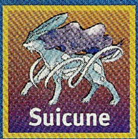
Get from the Pokémaniac in Cianwood City.


Tyrogue

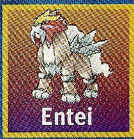
Get from Karate King in Mt. Mortar.

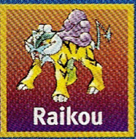

Dratini

Get from the Master in Dragon's Den.

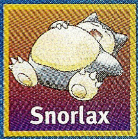

Suicune

Use the Clear Bell to summon this Pokémon to the Tin Tower.

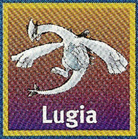

Entei


Raikou

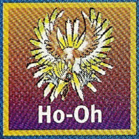
Capture these Legendary Pokémon in the grasses of Johto.


Snorlax

Use the Poké Flute on your PokéGear to wake this sleeping Pokémon.

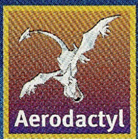

Lugia

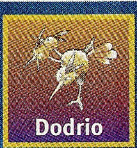
Use the Silver Feather to coax this Legendary Bird to the Whirl Islands.

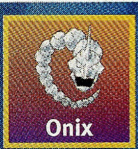

Ho-Oh

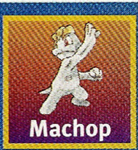
Use the Rainbow Feather to lure this Legendary Bird to the roof of the Tin Tower.

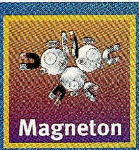
Pokémon Acquired in In-Game Trades

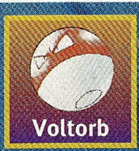

Aerodactyl

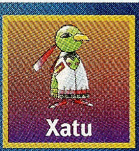

Dodrio


Onix

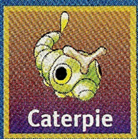

Machop

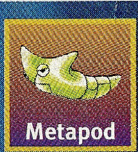

Magneton

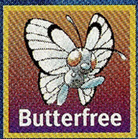

Voltorb

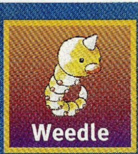

Xatu

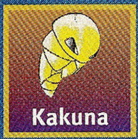
Pokémon Caught in the Bug-Catching Contest

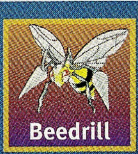

Caterpie

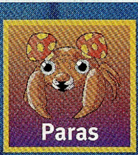

Metapod

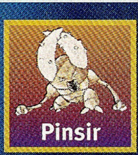

Butterfree

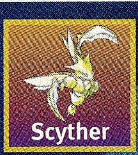

Weedle

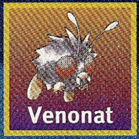

Kakuna


Beedrill


Paras

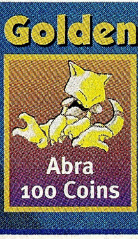

Pinsir

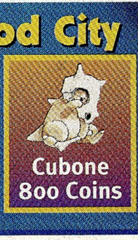

Scyther

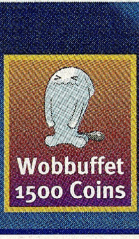

Venonat

Pokémon Bought in the Game Corner

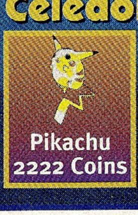
Goldenrod City

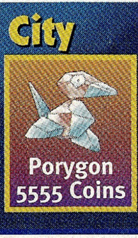

Abra 100 Coins

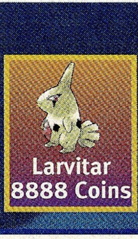

Cubone 800 Coins


Wobbuffet 1500 Coins

Celedon City

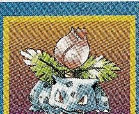

Pikachu 2222 Coins


Porygon 5555 Coins

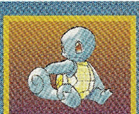

Larvitar 8888 Coins

Pokémon Traded from Pokémon Red, Blue, and Yellow

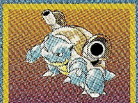
Bulbasaur


Ivysaur

Venusaur


Squirtle

Wartortle


Blastoise

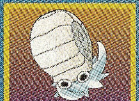
Charmander

Charmeleon

Charizard

Kabuto

Kabutops


Omanyte

Omastar

Articuno

Zapdos

Moltres

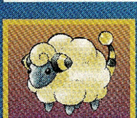
Mewtwo

Pokémon Traded from Pokémon Red, Yellow, or Gold

Mankey

Primeape

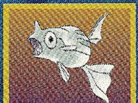
Pokémon Traded from Pokémon Gold or Silver


Mareep

Flaafy

Ampharos

Girafarig


Remoraid

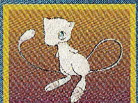
Octillery

Pokémon Traded from Pokémon Blue, Yellow, or Silver

Vulpix

Ninetales

Pokémon Gotten from Nintendo-Sponsored Events


Mew

Celebi

The rest of the Pokémon can be found in the wild, bred, or evolved from Pokémon found in the game! Good luck completing your PokéDex.

How to Use This Guide

This guide is set up similarly to Prima's *Pokémon Gold* and *Silver* guide. "How to Play *Pokémon Crystal*" and "Pokémon Evolution" deal with the basics of the game and give you the information you need to master battling with your Pokémon as well as capturing, evolving, and breeding them!

"Walkthrough: A Quick and Dirty Path" helps you get through the game with a minimum of fuss. "Walkthrough: Johto Region" and "Walkthrough: Kanto Region" contain all you'll need to know about both the Johto and Kanto regions, including detailed maps of the areas and Wild Pokémon location charts! *"Pokémon Gold, Silver,* and *Crystal* PokéDex" contains a complete PokéDex. The remaining sections fill in the cracks with information about Items and Moves.

Icons

Icons at the top of every new map section will help you identify the types of events that take place in that area and which moves you'll need.

Days of the Week and Times of the Day

These icons indicate that an event in this area takes place on a specific day or during a specific time of the day. To witness this event or receive an Item, you must return to the area on that day or during that time.

MORN

DAY

NITE

SUN. SUNDAY

MON. MONDAY

TUES. TUESDAY

WED. WEDNESDAY

THURS. THURSDAY

FRI. FRIDAY

SAT. SATURDAY

Moves

These icons indicate that you must have a Pokémon with one of the following moves to either complete the events or obtain all the Items that appear in that area.

- HM01 (Cut)
- HM03 (Surf)
- HM04 (Strength)
- HM05 (Flash)
- HM06 (Whirlpool)
- HM07 (Waterfall)
- TM08 (Rock Smash)

Miscellaneous Items

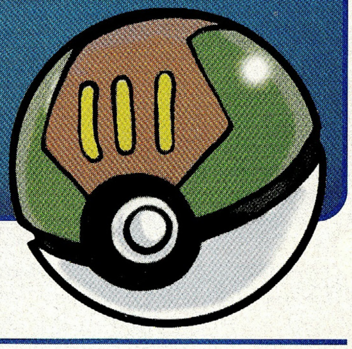
These icons indicate events you can participate in—such as trading Pokémon or getting a Trainer's phone number—or specific Key Items you'll need to complete an event.

- Get a Trainer's Phone Number
- Trading Event
- Rival Battle

PokéDex Icons

In the PokéDex, various icons signify how you can capture a specific Pokémon. The following table explains each of these icons.

- This Pokémon can be caught in the wild, while walking in patches of long grass or in caves.
- This Pokémon can be caught as you surf through the water.
- This Pokémon can be caught with the use of a fishing pole.
- This Pokémon can be caught when you Headbutt Forest-type Trees.
- This Pokémon can be caught when you Headbutt Mountain-type Trees.
- This Pokémon can be caught when you smash certain rocks using the Rock Smash move.
- This Pokémon can be obtained through breeding.
- This Pokémon is obtained by evolving it from a lower form.
- This Pokémon is obtained through an event.
- This Pokémon can be caught in the Bug-Catching Contest.
- This Pokémon can be bought with Coins earned at a Game Corner.
- This Pokémon can be obtained by trading it from *Pokémon Gold* or *Silver*.
- This Pokémon can be obtained by trading it from *Pokémon Red/Blue/Yellow*.



How to Play *Pokémon Crystal*

If you've played *Pokémon Red, Blue, Yellow, Gold,* or *Silver,* you already have a good idea how to play *Crystal.* This section provides important details about the *Crystal* version. Read it through: You're sure to find this information useful in your quest to become the world's greatest Pokémon Trainer!

Getting Started

A young child dreams of becoming a Pokémon Champion. His or her passport to the Elite Four is signed by Prof. Elm, a Pokémon researcher who specializes in Pokémon Evolution. When Prof. Elm's friend, Mr. Pokémon, finds a strange Pokémon Item at a nearby Day-Care, Elm calls on you to rush over and retrieve it. Accompanied by one of Elm's new, rare Pokémon, you begin the adventure of a lifetime.

New Bark Town is the closest thing to home base in the game. It's the landed portal to the old familiar Kanto area (in Japanese, the word *kanto* means "east"), and you'll want to return there from time to time to see whether Prof. Elm has new Items for you, to visit the "Bank of Mom," and to decorate your room with things from your mom's many shopping trips.

The biggest difference between *Pokémon Crystal* and *Pokémon Gold* and *Silver* is that you can now play as either a girl or boy. This is the first decision that you must make when you start a new game! Whether you play as a girl or boy has no impact on the game itself, but you will notice a difference in the main character's icon and in the design of his or her backpack. Next, Prof. Oak appears and welcomes you to the world of Pokémon. Select your character's name from the list (or enter another of your choice). Then head downstairs, collect your PokéGear from Mom, set the day of the week, and indicate whether or not Daylight Savings Time is in effect.

After you do this, the internal "clock" in your *Pokémon Crystal* Game Pak will keep real-world time: If you start playing your game in the morning, and then shut it off, when you return in the evening it will be nighttime in the game, as well!

The passage of time is an important element of *Pokémon Crystal*. As you explore, you'll find that some events or meetings occur only on certain days of the week or within a specific time range. And certain Pokémon appear only at specific times of day. You must know not only where to find them, but *when*!

NOTE

In winter, residents of most U.S. States change the time on their clocks to "Daylight Savings Time" to help them adjust to the sun's lower position during that season and give them more time to work and play in daylight during the shorter days. Daylight Savings Time begins the last Sunday in October and ends the first Sunday in April. When Daylight Savings Time begins or ends, you can change the game clock by returning to your home in New Bark Town and talking with your mom.

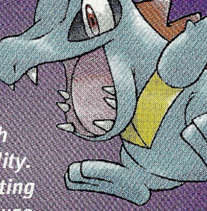
After you get your PokéGear from your mom, visit Prof. Elm in his Lab. He and his assistant are busy, so they ask you to run an errand to Mr. Pokémon's House on Route 30. Choose one from among three new Pokémon and set out. As in *Pokémon Red*, *Blue*, *Yellow*, *Gold*, and *Silver*, you may not purchase or use Poké Balls until after you complete the errand. Because you're sure to engage in random battles with Wild Pokémon, Elm's assistant gives you a Potion to heal your Pokémon's wounds.

Which Pokémon Should You Choose?

Chickorita

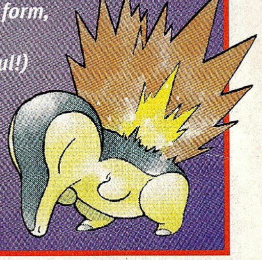
A Grass-type Pokémon, Chikorita is the most challenging of the three starting Pokémon. It's not particularly strong against any of the Pokémon you'll encounter in the first part of the game (in fact, it's extremely weak against most of the Gym Pokémon), so you must spend a lot of time leveling it up and building a team of support Pokémon. Chikorita is recommended for experienced Pokémon Trainers or players who want an extra challenge.

Totodile



This Water-type Pokémon is a good, all-around choice for a starting Pokémon. Its greatest strength lies in its flexibility. Of the three starting Pokémon, it can use the most HMs and has no weaknesses against the Pokémon you encounter in the beginning of the game. This is a great starting Pokémon for any player.

Cyndaquil



Known for its fiery quills, this Fire-type is the strongest of the three starting Pokémon. In fact, you can make it through most of the game on the strength of this Pokémon alone. (Its final form, Typhlosion, is extremely powerful!) Cyndaquil is the best choice for new players and those who want to speed through the game.

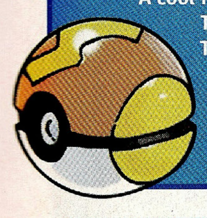
Using Your New PokéGear

All would-be Pokémon Trainers now carry a new technology called PokéGear. Use this revolutionary device to check the day and time and to communicate with Prof. Elm, your mom, and up to eight other Trainers you can exchange phone numbers with. The PokéGear's additional expansion slots accommodate add-ons such as a Town Map and a Radio, once you receive the proper expansion cards.

NOTE

After you complete the quest in Johto, Kanto becomes available for you to explore. The Town Map feature of your PokéGear displays which region you currently reside in.

Item Storage



A cool feature of your new Backpack is its ability to store items in separate pockets. Each of its four pockets allows you to store different objects. The left pocket is for items such as Potions, Antidotes, and Berries that you find along your journey, purchase in Poké Marts, or receive from Trainers or townspeople. You may store up to 18 different Items in this pocket.

Deposit the TMs and HMs you collect in the Backpack's right-hand pocket. Remember, you may use HMs over and over, but TMs disappear once you assign them to a Pokémon. You may purchase some TMs in Poké Marts, but most you'll find as you explore.

Key Items such as the Bicycle, Fishing Rods, and other things too large for the smaller pockets go into the main pocket.

The last pocket is for storing Poké Balls, including the special ones Kurt in Azalea Town makes for you.

On the Field

Once you've chosen your starting Pokémon, it's time to begin your quest. As in the previous games, *Crystal* is a game of capturing, collecting, and trading Pokémon. But until you get your hands on some Poké Balls, you can't capture any Wild Pokémon you find.

Battling

Wild Pokémon lurk in many places, including areas of tall grass on and around many routes, in deep, dark caves, and even in ponds and lakes.

As you travel over various types of terrain, you'll encounter a number of Wild Pokémon. When you do, a battle will commence. After you send out your lead Pokémon, the Pokémon you're battling against will exchange attacks as you issue commands to your lead Pokémon. During each round you may choose from options that range from attacking to using an Item from your Backpack to fleeing altogether. The following sections provide details on each choice.

Fight

The Fight option allows you to issue a command from among the moves your Pokémon has learned. You may use each move only a certain number of times (as noted by its PP level) between visits to the Pokémon Centers, where you may heal your Pokémon fully.

Pkmn

You may call back your battling Pokémon and send out another from among the Pokémon you carry. Remember, you may carry up to six Pokémon at once.

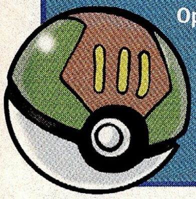
Pack

Use this option to choose items from your Backpack. Berries, Antidotes, Potions and the like will allow you to heal your Pokémon so they can continue fighting.

Run

As long as you're not fighting another Trainer or Gym Leader, you may use this option to attempt to retreat from battle. Success depends on the level and condition of your battling Pokémon compared to the level of the Pokémon it's fighting.

Status Anomalies



Opponents' Special Attacks during battle can render your Pokémon unable to fight, or at least impair its fighting ability. Although your Pokémon will recover automatically after the battle ends, some status changes, such as Sleep and Paralyze, can last long afterward. Poison will even continue draining your Pokémon's HP with each step you take!

When this occurs, take care of the problem immediately using an Item to help the Pokémon recover. If you don't possess the proper Item, make your way to a Pokémon Center right away! Many Berries will cure one type of Status Anomaly, but the Miracleberry (obtained through the Mystery Gift feature) will heal a Pokémon of all its illnesses in a single turn.

Playing Strengths Against Weaknesses

In *Pokémon Crystal*, you can increase the damage you inflict on opposing Pokémon simply by playing strengths against weaknesses.

It's been said again and again that a well-balanced party is the key to success in Pokémon. Usually this means including Pokémon of many types. For example, a well-balanced party might include Fire, Water, Grass, Electric, Psychic, and Rock families. Such variety virtually guarantees a Trainer Pokémon that is strong against opposing Pokémon of any type.

But having a well-balanced team goes beyond just type. It's equally important to consider your Pokémon's moves. After all, an Electric Pokémon with only Lightning-type moves will be strong against only Pokémon that are much weaker in levels, or who are Water- or Flying-types. Pit that Pokémon against hybrids such as Gligar (Flying/Ground) or Quagsire (Water/Ground), or against any Ground, Electric, Grass, or Dragon Pokémon, and you'll likely find yourself in a losing battle.

Teaching your Pokémon a variety of moves is important when building your team. Often you can teach your Pokémon moves it would be weak against normally. This is especially true in the case of Pokémon who change type when they evolve. For example, if your Eevee evolves into an Espeon after L30, there's a good chance it will know the Dark move, Bite.

Refer to the Compatibility chart when you choose your Pokémon's moves. You want to teach not only strong moves, but also a variety of types of moves. For example, when training a Psychic Pokémon such as Espeon, teaching it move types other than just Psychic-type attacks will increase its versatility in battle.

In addition, a Dual-type Pokémon may gain certain advantages or disadvantages based on how well its two types combine. Take for example an Electric-Steel type of Pokémon. The addition of the Steel type to the Electric type increases that Pokémon's resistance to most types of attacks. However, since both types are weak against Ground-type attacks, the amount of damage the Pokémon would receive if hit with a Ground attack is quadrupled (2 x 2=4x). On the other hand, since both types are naturally resistant to Flying and Steel types of attacks, the damage that Pokémon would receive is quartered (1/2 x 1/2 =1/4x). Since the Steel type is not affected at all by Poison-type moves, that invulnerability is automatically conferred upon the Steel-Electric type Pokémon regardless of how resistant or vulnerable the Electric side is.

Pokémon Type-Move Type Compatibility

This is essential: You must match the Attack type to the type of Pokémon you are attacking. Every type of Pokémon has strengths and weaknesses. When you use a type of move that exploits a Pokémon's weakness (for instance, quenching a Fire Pokémon's flame with a Water-type attack), it does double or more the amount of damage.

SINGLE-TYPE POKéMON-MOVE TYPE COMPATIBILITY

Pokémon Type ▼ ▼ Attack Type	NORMAL	FIRE	WATER	ELECTIRC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													▲	X			▲
FIRE		▲	▲		●	●						●	▲		▲		●
WATER		●	▲		▲				●				●		▲		
ELECTRIC			●	▲	▲				X	●					▲		
GRASS		▲	●		▲			▲	●	▲		▲	●		▲		▲
ICE		▲	▲		●	▲			●	●					●		▲
FIGHTING	●					●		▲		▲	▲	▲	●	X		●	●
POISON					●			▲	▲				▲	▲			X
GROUND		●		●	▲			●		X		▲	●				●
FLYING				▲	●		●					●	▲				▲
PSYCHIC							●	●			▲					X	▲
BUG		▲			●		▲	▲		▲	●			▲		●	▲
ROCK		●				●	▲		▲	●		●					▲
GHOST	X										●			●		▲	▲
DRAGON															●		▲
DARK							▲				●			●		▲	▲
STEEL		▲	▲	▲		●							●				▲

● = 2x damage ▲ = 1/2 damage X = "It has no effect."

DUAL-TYPE POKéMON-MOVE TYPE COMPATIBILITY

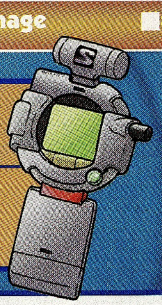
▼ Pokémon Type ▼ Attack Type	Normal/Flying	Normal/Psychic	Fighting/Flying	Fighting/Rock	Fighting/Dark	Water/Electric	Water/Ice	Water/Fighting	Water/Poison	Water/Ground	Water/Flying	Water/Psychic	Water/Rock	Water/Dragon	Grass/Poison	Grass/Flying	Grass/Psychic	Grass/Bug	Electric/Flying	Electric/Steel	Ice/Ground
NORMAL				▲									▲							▲	
FIRE			▲	■	▲	▲		▲	▲	▲	▲	▲	■	■	●	●	●	★		●	●
WATER			●	★	●	▲	▲	▲	▲		▲	▲		■	▲	▲	▲	▲			●
ELECTRIC	●		●				●	●	●	X	★	●	●		▲		▲	▲		▲	X
GRASS	▲		■		▲	●	●	●		★		●	★		■	■	▲	■	▲	▲	●
ICE	●			▲	▲	▲	■	▲	▲			▲	▲		●	★	●	●	●	▲	
FIGHTING			▲	●	●		●		▲		▲	▲	●		▲	▲	▲	▲	▲	●	●
POISON				▲					▲	▲			▲			●	●	●		X	▲
GROUND	X		X	★	●	●			●		X		●			X	▲	■	X	★	
FLYING				▲		▲		●					▲		●	●	●	★	▲	■	
PSYCHIC		▲			X			●	●			▲			●		▲			▲	
BUG	▲	●	■	▲				▲	▲		▲	●					★	●	▲	▲	
ROCK	●		★	●	●		●	▲		▲	●					●		●	●	▲	
GHOST	X	X			▲							●					●			▲	
DRAGON														●						▲	
DARK		●			▲			▲				●					●			▲	
STEEL			▲		▲	■		▲	▲	▲	▲	▲		▲					▲	■	●

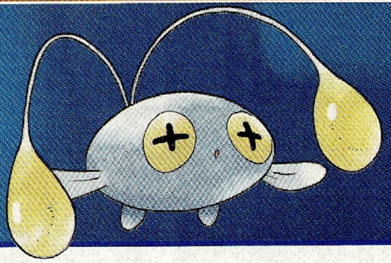
▼ Pokémon Type ▼ Attack Type	Ice/Flying	Ice/Psychic	Ice/Dark	Fighting/Bug	Poison/Ground	Poison/Flying	Poison/Bug	Poison/Ghost	Ground/Flying	Ground/Rock	Ground/Steel	Flying/Psychic	Flying/Bug	Flying/Rock	Flying/Dragon	Flying/Dark	Flying/Steel	Bug/Rock	Bug/Steel	Rock/Dark
NORMAL								X		▲	▲			▲			▲	▲	▲	▲
FIRE	●	●	●	●			●			▲	●		●	▲	▲		●		★	▲
WATER					●				●	★	●			●	▲			●		●
ELECTRIC	●				X	●			X	X	X	●	●	●		●	●			
GRASS	▲			▲		■	■	▲		★		▲	■		■	▲	■		■	●
ICE		▲	▲		●	●			★	●		●	●	●	★	●			▲	
FIGHTING			★	▲	▲	■	■	★	▲	●	●	■	■		▲					★
POISON					■	▲	▲	■	▲	■	X			▲			X	▲	X	▲
GROUND	X			▲	●	X		●	X	●	●	X	X	X	X	X	X			●
FLYING				★			●			▲	▲		●	▲			▲			▲
PSYCHIC		▲	X	●	●	●	●	●			▲	▲				X	▲		▲	X
BUG	▲	●	●	▲	▲	■	▲	■	▲		▲		▲	▲	▲		■		▲	●
ROCK	★	●	●		▲	●	●			▲	■	●	★	●	●	●		●		
GHOST		●	▲					●			▲	●				▲	▲		▲	▲
DRAGON											▲				●		▲		▲	
DARK		●	▲	▲				●			▲	●				▲	▲		▲	▲
STEEL	●	●	●							●	▲			●			▲	●	▲	●

★= 4x Damage ●= 2x Damage ▲= 1/2 Damage ■= 1/4 Damage X= "It has no effect."

NOTE

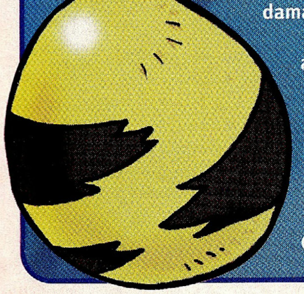
The memory in your PokéGear will only allow you to store eight different Trainer's phone numbers. Once you reach this limit, you must delete an existing Trainer's phone number prior to storing another number.





Messages and Their Meanings

As your Pokémon fight, messages such as "It's super effective!" may appear onscreen. These messages indicate whether the attacks you're using are effective against the opposing Pokémon. The following chart explains how this damage multiplier works. For instance, if you're attacking with a Water Pokémon using a Water-based attack, the attack will inflict 1.5 times the damage it normally would if you used it with another Pokémon type (such as a Grass Pokémon).



ATTACK STRENGTHS

MESSAGE	DAMAGE MULTIPLIER
"It's super-effective!"	x 2
No Message	x 1
"It's not very effective."	x .5
"It has no effect."	x 0
"A Critical Hit!"	x 2
Pokémon is same type as move used.	x 1.5

Physical Attacks vs. Special Attacks

Earlier versions of Pokémon featured Attack, Defense, and Special statistics. In *Crystal*, the Special category breaks down into its own Attack and Defense stats. Attack and Defense stats deal specifically with Physical attacks (listed in the following Physical Attack Type list). Special Attack and Defense stats now deal specifically with Special Attacks (listed in the following Special Attack Type list).

Obviously, a Pokémon's stats in these areas determines how effective certain attacks will be and how well the Pokémon will resist other attacks. Keep this in mind when putting your Pokémon into battle situations where you know what types of attacks the opponent Pokémon are likely to use.

Physical Attack Types

Bug
Fighting
Flying
Ghost
Ground
Normal
Poison
Rock
Steel

Special Attack Types

Dark
Dragon
Electric
Fire
Grass
Ice
Psychic
Water

TIP

A Pokémon holding a Berry will use it automatically when the need presents itself. You needn't sacrifice a turn.

CAUTION

Some moves, such as Thrash, can Confuse your Pokémon after use. Plan ahead in case you must face multiple enemies during the course of a single battle!

Damage Multipliers

One of the first things you'll learn to take advantage of in *Pokémon Crystal* are the different damage multipliers. Let's say that you have a Pikachu attacking a Mantine with the move Thunder. The first multiplier that comes into play is from matching Pokémon type and move type. When your Pokémon uses a move type that's the same as its Pokémon type (e.g., Pikachu using Thunder), the amount of damage it inflicts increases by 1.5 times.

If Pikachu used this move to attack a Water Pokémon such as Totodile, it would do twice the amount of damage. When Pikachu uses Thunder against Mantine (a Water and Flying Pokémon type) the attack will do 4x the amount of damage (2x for the Water side and 2x for the Flying side).

If Pikachu scores a Critical Hit, that doubles the amount of damage. At this point, Pikachu inflicts 12x the amount of damage that Thunder usually causes against poor Mantine.

1.5 (same move and Pokémon type) x 4x (compatibility bonus) x 2x (Critical Hit bonus) = 12x

If Pikachu were holding a Magnet, it would receive another 1.1x bonus. When Pikachu is holding a Light Ball, it doubles the strength of its Special Attacks. Because Thunder falls into this category, multiply the current damage multiplier of 12 by 2 and end up with a damage multiplier of 24x.

If Pikachu had used a move, such as Rain Dance or Sunny Day, that strengthened its next attack (unfortunately Rain Dance only guarantees Thunder's accuracy), there would be an additional 1.5x bonus. Remember, Sunny Day increases the power of Fire-type moves by 1.5x and Rain Dance increases the power of Water-type moves the same amount. Both of these effects last for five turns.

CONDITION	MULTIPLIER
Move is the same type as Pokémon	1.5x
Move is effective against opponent's type	2–4x
Move scores a Critical Hit!	2x
Pokémon has an Item that raises the move's Strength	1.1x
Rain Dance or Sunny Day effects (depending on move)	1.5x or .5x

Using the Hidden and Technical Machines

With each Gym Leader you defeat, you gain the ability to use one of seven Hidden Machines ("HMs"). These special machines allow your Pokémon to learn moves they can use both in battle and to help negotiate various types of terrain during your trek.

HM FIELD ABILITIES

MOVE	ABILITY
CUT (HM1)	Slice through shrubbery to create a path.
FLY (HM2)	Take to the skies and instantly travel to any city you've visited.
SURF (HM3)	Travel across water.
STRENGTH (HM4)	Move even the largest boulder.
FLASH (HM5)	Light up even the darkest cave.
WHIRLPOOL (HM6)	Calm swirling waters so you can pass over them.
WATERFALL (HM7)	Travel past even the tallest waterfall.

OTHER ABILITIES

MOVE	ABILITY
ROCK SMASH	Reduce large, cracked boulders to rubble (and find something underneath).
HEADBUTT	Shake any tree you face (and "loosen up" something above).
DIG	Tunnel out of any cave.
SWEET SCENT	Attracts Wild Pokémon, increasing the frequency of random battles.
SOFTBOILED	Distributes 1/5 HP of Pokémon using the move among the party's other Pokémon.
MILK DRINK	Distributes 1/5 HP of Pokémon using the move among the party's other Pokémon.

Your Pokémon may use the above moves outside of battle.

NOTE

Weakening the Pokémon you're trying to capture won't guarantee you'll catch it. In fact, a Poké Ball may rock up to three times and a Pokémon can still break free. You may be disappointed when this happens, but remember—it's all part of the game, and true Pokémon Trainers don't give up easily!

Trading Pokémon

Using the Game Link® (sold separately), you can trade your captured Pokémon with your friends. After a certain point in the game, you can even trade with friends who have *Red*, *Blue*, *Yellow*, *Gold*, or *Silver* versions. Although the Pokémon you can trade from *Crystal* to *Red*, *Blue*, *Yellow*, *Gold*, and *Silver* are limited, they come with bonuses—Items attached from the earlier versions of the game.

Attaching Objects

In *Pokémon Crystal*, Pokémon can hold objects! This enables you to do wonderful things, such as trade your Pokémon with a personalized letter attached. And when you attach a Berry to a Pokémon, the Pokémon can use it automatically during a battle to restore lost hit points, or to cure a status anomaly, such as Poison or Confusion.

Pokéguide

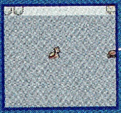
In the years since *Pokémon Red*, *Blue*, *Yellow*, *Gold*, and *Silver*'s appearance, Pokémon research has really taken off, and many new things have been discovered about the care and capture of Pokémon.

Capturing Pokémon

Successful Pokémon Trainers know all the tricks of the trade when it comes to capturing Pokémon. They know where to go and which tools to use. The basics haven't changed much since the days of *Pokémon Red*, *Blue*, *Yellow*, *Gold*, and *Silver*, and if you were good at capturing Pokémon then, you'll have no problem now. But because some new ways of finding Pokémon were discovered recently, it's a good idea to go over the process again.

Exploring the Tall Grass

The most common method of catching Pokémon is simply to walk through areas where the grass is long and shaggy. Wild Pokémon love to hide where they can't be easily seen, and long grass fits the bill. However, you have no control over when you'll encounter a Wild Pokémon in the long grass, so be cautious: If your Pokémon is too weak and injured for battle, keep off the grass!

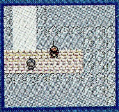


Surfing

If you can catch land- and air-dwelling Pokémon while walking in the grass, you should be able to catch certain shallow-swimming Pokémon when you surf. The number of Pokémon you encounter this way is limited (20 Pokémon in all), but they do make travel over water more interesting. You'll need HM03 (Surf), the Fog Badge (from the Ecruteak City Gym), and a Pokémon capable of learning Surf.

Pokémon You Can Catch While Surfing

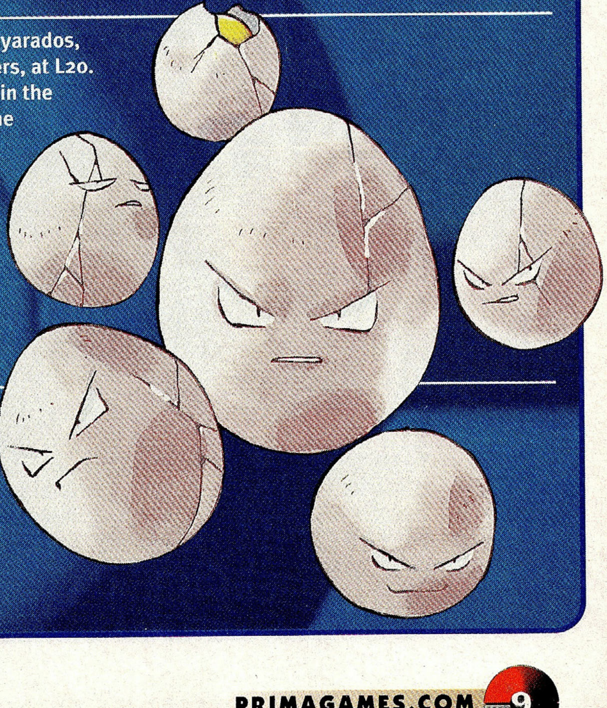
- Dratini
- Goldeen
- Golduck
- Grimer
- Gyarados
- Horsea
- Magikarp
- Mantine
- Muk
- Poliwag
- Poliwhirl
- Psyduck
- Quagsire
- Seadra
- Seaking
- Slowbro
- Slowpoke
- Tentacool
- Tentacruel
- Wooper



Fishing

To fish for Pokémon, you need only a fishing rod. Three rod types are available; each allows you to catch different Pokémon types at different levels. The Old Rod, found at the Pokémon Center on Route 32, is the weakest fishing rod. It allows you to capture Poliwag, Tentacool, Krabby, Goldeen, and Magikarp at L10. You receive the Good Rod in Olivine City. It more than doubles the number of Pokémon you can catch–Poliwag, Tentacool, Krabby, Horsea, Goldeen, Magikarp, Gyarados, Dratini, Shellder, Staryu, and two others, at L20.

The Super Rod you find on Route 12 in the Kanto region allows you to catch all the fish in the waters, usually at L40. In addition to the foregoing Pokémon, you can catch Tentacruel, Seadra, Seaking, Dragonair, Kingler, Qwilfish, Remoraid, and another special Pokémon.



Headbutting

Headbutting is a new way to capture Pokémon. It allows you to use TM02 (Headbutt), found in the Ilex Forest, outside battle to shake Pokémon loose from a certain type of tree that appears only in the Johto region. It comes in two varieties–Forest Trees and Mountain Trees. Tree type dictates which Pokémon appear.

The Pokémon marked with asterisks in the following table don't appear everywhere you'll find Forest or Mountain Trees. Search around (or read Chapter 5 closely) to find those rare Pokémon.

POKÉMON FOUND WHILE HEADBUTTING TREES

	FOREST TREES		MOUNTAIN TREES
POKéMON	Beedrill	Ledyba	Aipom
	Butterfree	Metapod	Ekans
	Caterpie	Noctowl	Heracross
	Ekans	Pineco	Spearow
	Exeggcute	Spinarak	
	Hoothoot	Venonat	
	Kakuna	Weedle	

WHERE TO FIND TREE TYPES

	FOREST TREES		MOUNTAIN TREES
TREES	Route 26	Route 36	Route 33
	Route 27	Route 37	Route 42
	Route 29	Route 38	Route 44
	Route 30	Route 39	Azalea Town
	Route 31	Route 43	
	Route 32	Lake of Rage	
	Route 34	Ilex Forest	
	Route 35		

Rock Smash

Rock Smash (TM08) combines the obstacle-removing power of HM04 (Strength) with the Pokémon-disturbing effect of TM02 (Headbutt). In effect, it allows you to crush certain types of boulders to find Pokémon. Unfortunately, there are only two Pokémon types you can find by Rock Smashing boulders–Shuckle and Krabby. Of the two, Krabby is the easiest to find.

The Day and Nite Factor

Certain Pokémon appear in the wild only at certain times of day. To catch the owl-like Hoothoot, you must seek it in the dark of nite. To capture the plant-like Hoppip, which requires the light of day to grow, look during the morn or day.

Day-nite restrictions apply only to capturing Pokémon and don't dictate when you can use a Pokémon after you catch it. They don't even affect a Pokémon's effectiveness. A Hoothoot is no more powerful at nite than during the day, for example.

In-Season Pokémon

Some rare Pokémon appear more often when they're "In-Season." Moreover, you'll find Trainers in Johto who know exactly when a Pokémon is In-Season and when it isn't. If you battle one of those Trainers and win, you can exchange phone numbers, and then at some later time you'll get "the call."

The first In-Season Pokémon you are likely to meet is Qwilfish. Qwilfish appear in the water on Route 32 and when they are not In-Season, you will need a Super Rod to capture them. Even then, they appear very infrequently. But after you get that all-important phone call from Fisherman Ralph on Route 32, you can catch them easily with an Old Rod!

In-Season Pokémon

It works this way: Once you've exchanged phone numbers with another Trainer, you can expect a call every hour or two. The game randomly determines which Trainer makes the call (if you have more than one number saved in your PokéGear) and which call type you'll get–either "My Pokémon are looking awesome" or "Let's battle again!" After you exchange phone numbers with a Trainer who can tell you about In-Season Pokémon, that call is added to the list of random choices. The quickest way to get an In-Season call, then, is to make that Trainer's phone number the only one listed in your PokéGear.

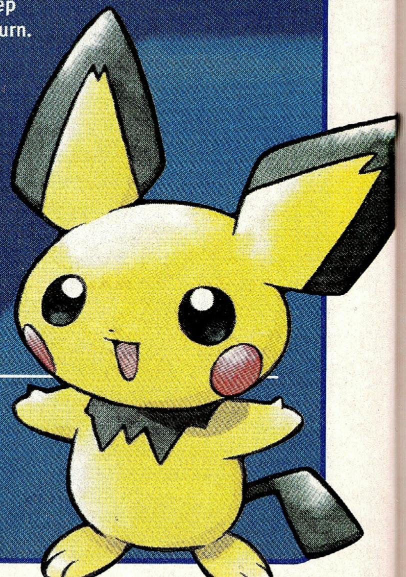
You have roughly 30 minutes from the time you get an In-Season call to get to the right location and catch that Pokémon. Because the clock in *Pokémon Crystal* runs in real time, you can't just save the game after you get a call and expect the timer to keep counting when you return.

The following Pokémon appear seasonally.

	POKÉMON NAME	LOCATION	TRAINER LOCATION
	Qwilfish	Route 32 (Fish)	Ralph, Route 32
	Dunsparce	Dark Cave (Violet City Side)	Anthony, Route 33
	Yanma	Route 35	Arnie, Route 35

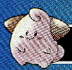
Baby Pokémon

Baby Pokémon have also been discovered in *Pokémon Crystal*. These represent the unevolved, earliest stage of some of your favorite Pokémon from *Pokémon Red*, *Blue*, *Yellow*, *Gold*, and *Silver*. Except for Tyrogue and Togepi, you can't win Baby Pokémon in an event or capture them in the wild. Instead, you must breed two Pokémon at Day-Care and then hatch them from a Pokémon Egg. (Refer to the following section for more information on breeding Pokémon).

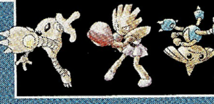


The following Baby Pokémon have been discovered!

Pichu is the pre-evolutionary form of...Pikachu.


Cleffa is the pre-evolutionary form of...Clefairy.

Igglybuff is the pre-evolutionary form of...Jigglypuff.

Tyrogue is the pre-evolutionary form of....

...Hitmonlee, Hitmonchan, and Hitmontop.

Smoochum is the pre-evolutionary form of...Jynx.

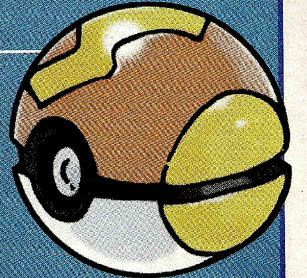
Elekid is the pre-evolutionary form of...Eletabuzz.

Magby is the pre-evolutionary form of...Magmar.

The Poké Ball Roundup

A whole new group of handmade Poké Balls have been added to the Pokémon Trainer's arsenal. This vast number of new Poké Ball types makes it easy to get confused about which Poké Ball you should use in which situation. Here's some help in sorting it all out.

Purchased Poké Balls



In the shops located in Johto and Kanto, you can purchase three kinds of Poké Balls–Poké Balls, Great Balls, and Ultra Balls. They differ only by price and efficiency. But although an Ultra Ball will usually capture more Pokémon more efficiently than a Poké Ball, that's not always the case. For example, it's entirely possible to catch a L70 Lugia with a Great Ball while being unable to capture a L5 Unown with an Ultra Ball.

You must decide for yourself which Poké Balls to buy. If you always have good luck with Ultra Balls and you have the money to spend, go for it. But if you have an equal amount of luck with Great Balls, you can save a lot of money by buying them instead, or purchasing a combination.

Specialty Poké Balls

The number of specialty Poké Balls has increased from one (the very rare Master Ball) to eight. When you get to Azalea Town, you'll meet a man named Kurt who can transform the colored Apricorns into awesome Poké Balls.

First collect Apricorns of various colors from their respective trees in the Johto region. Then pay Kurt a visit. He can create 99 Poké Balls of the same type in one day, so, if you plan to lay in a supply of a certain type, you'll need to plan far in advance.

The Apricorn you give Kurt determines the type of Poké Ball he makes. Refer to the following table to learn which Apricorn makes which Poké Ball type.

Apricorn Conversions

APRICORN	LOCATION	SPECIAL POKé BALL
BLK Apricorn	Route 37	Heavy Ball
BLU Apricorn	Route 37	Lure Ball
GRN Apricorn	Route 42	Friend Ball
PNK Apricorn	Route 42	Love Ball
RED Apricorn	Route 37	Level Ball
WHT Apricorn	Azelea Town	Fast Ball
YLW Apricorn	Route 42	Moon Ball

How to Use the Specialty Poké Balls

You can greatly improve your chances of catching a certain Pokémon if you use the correct Poké Ball in the right situation. The following table explains when to use each of Kurt's Poké Balls.

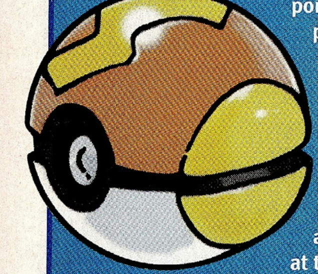
BALL NAME	USE	POKéMON EXAMPLE
FAST BALL	Capture Pokémon with high Speed ratings.	Entei, Raikou, and Suicune
FRIEND BALL	The Pokémon you capture with this starts out liking and trusting you. This ball is great for capturing Pokémon who evolve further after their Happiness rating reaches a certain point.	Chansey, Golbat
HEAVY BALL	Capture larger-than-average Pokémon.	Snorlax, Onix, and Chansey
LEVEL BALL	Capture Pokémon of significantly lower levels than your lead Pokémon. It's fun to use this Poké Ball on Pokémon such as the Legendary Pokémon, and even Ho-oh or Lugia, if your lead Pokémon's level is at least double theirs.	–
LOVE BALL	Capture a Pokémon whose gender is opposite your lead Pokémon's.	–
MOON BALL	Improve your chances of catching Moon Stone-evolved Pokémon.	Clefairy, Jigglypuff, Nidorina, Nidorino
LURE BALL	This ball makes it easier to capture Pokémon caught with a Fishing Rod.	Gyarados

The Master Ball is the ultimate Poké Ball, and the rarest. You get a single ball as a reward for completing the Johto Pokémon Gym Challenge and you have the opportunity to win one every week through the Lucky Number Contest. Master Balls allow you to capture any Pokémon in the game with 100 percent success.

Pokémon Evolution and Breeding

Now, that we've covered all of the ways you can capture Pokémon, it's time to look at evolving them. Once again, new discoveries have been made in this area of Pokémon Research that are worth looking over—especially if you want to "catch 'em all!"

Evolving the Hard Way



The most common method used to evolve Pokémon is through leveling up. Pokémon rise in levels as they accumulate experience points in battle. Obviously, the more often a Pokémon participates in battles the more experience points it will win and the more rapidly its level will increase. If you are trying to level up a Pokémon who is weaker than the other Pokémon around (either in the wild or belonging to other Trainers), you can use the tried and tested "Bait and Switch" method of training. The experience points earned in a battle are divided equally among the participants, so put your weak Pokémon at the top of your Active Pokémon list (making it your lead Pokémon) and then exchange it for another, stronger Pokémon during the first round of a battle. This way it earns a share of the experience without getting harmed in battle.

In addition to the "Bait and Switch" method, you can now equip any experience-starved Pokémon in your Party with the Exp. Share item. This item guarantees the wearer one half of the experience earned in any battle, and it doesn't even have to set one little foot in the battle arena. With this method, you don't have to sacrifice the first turn of battle to the exchange of Pokémon.

To double the amount of experience points your Pokémon receives in a battle, find a Chansey and steal its Lucky Egg. This item, found only on wild Chansey, doubles the experience points the wearer earns in battles. Now if only you could attach two items at once!

Preventing Evolution

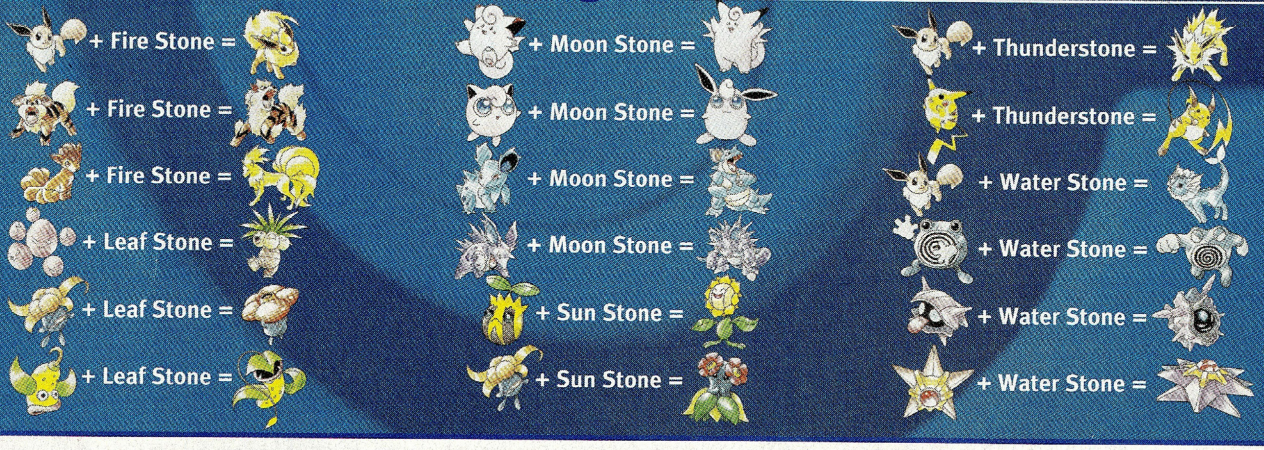
When a Pokémon reaches the level at which it naturally evolves, you have to make a very quick decision about whether you really want it to evolve or not. Evolved Pokémon are stronger, but they also learn moves more slowly than their first forms. If this makes a difference to you (and in some cases it should), you can stop a Pokémon from evolving by pressing the B Button while the Pokémon is going through its metamorphosis. You can also equip a Pokémon with an Everstone to prevent it from accidentally evolving. Everstones are given out by Prof. Elm (when you show him a Togepi), Bill's Grandpa (when you show him a Lickitung), and as second prize at the Bug-Catching Contest.

Evolution Stones

Some Pokémon only evolve when you feed them a specific Evolution Stone. Six kinds of Evolution Stones are found in the game. Sun Stones are given out when you win the Bug-Catching contest held in National Park. Moon Stones are found in Poké Balls in dungeons, etc.; given to you by your Mom once you've saved a certain amount of money; and found at the end of the Clefairy's Moon Dance held on Monday nights on Mt. Moon.

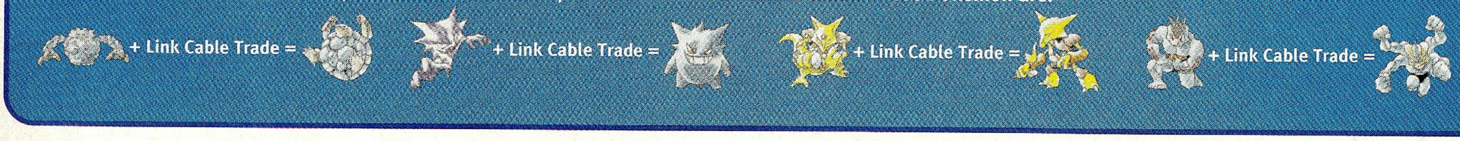
You can get Fire, Water, Leaf and Thunderstones from specific trainers you meet in Johto or from Bill's Grandpa on Route 25 in Kanto. To get the Stones they happen to find, talk to them once you've defeated them and trade phone numbers with them. You'll get a call when they have one for you!

Pokémon Who Evolve Using Evolution Stones

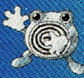


Evolution Over the Game Link Cable

Four Pokémon evolve when they are traded to another person over the Game Link cable. These Pokémon are:



But that's not all! In *Pokémon Crystal*, researchers have discovered that certain Pokémon evolve when they are traded over the Game Link cable while they have a specific item attached to them. Here are the combinations: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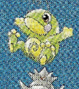

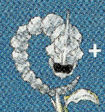
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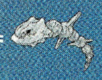

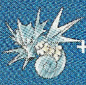
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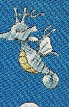
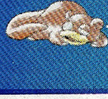
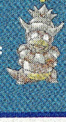
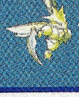



+ Trade w/King's Rock =
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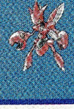

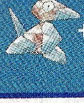
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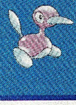
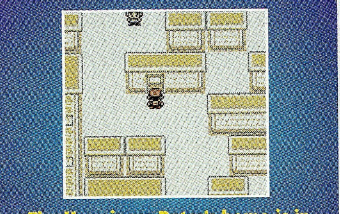


The Taming Factor


The Happiness Rater's home is in Goldenrod. Don't forget this location!

The other evolution factor that Pokémon researchers discovered is that some Pokémon only evolve when they love and trust their Trainer enough. Unfortunately, it's difficult to judge your Pokémon's Happiness rating because you cannot view a Pokémon's Happiness statistic (it's a hidden number). Instead you must visit the Happiness Rater who lives in Goldenrod City.

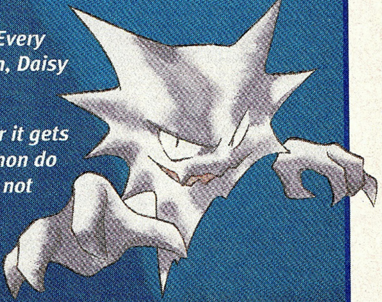
If you want the Happiness Rater to judge the mood of a specific Pokémon, first move that Pokémon to the top of your list of Active Pokémon. Then talk to her. The Happiness Rater counts six levels from supreme happiness to absolute disdain. The table below lists them all in order from best to worst.

Level 1	*"It looks really happy! It must love you a lot."*
Level 2	*"I get the feeling that it really trusts you."*
Level 3	*"It's friendly toward you. It looks sort of happy."*
Level 4	*"It's quite cute."*
Level 5	*"You should treat it better. It's not used to you."*
Level 6	*"It doesn't seem to like you at all. It looks mean."*

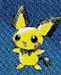
Whenever you capture a Pokémon or are given one in an event, its Happiness rating is at Level 5: "You should treat it better. It's not used to you." It will drop to Level 6 if you deliberately abuse it by feeding it bitter-tasting potions, causing it to faint over and over again in battle, not healing its Status Anomalies, etc. Leaving a Pokémon in Bill's PC or at the Day-Care Center won't make a Pokémon dislike you, but it will make it forget what a loving owner you were before you stored it (in other words, a Pokémon left behind will only drop as low as Level 5 in Happiness).

If you want one of the Pokémon listed below to evolve to its next form, you must raise its Happiness rating to Level 1 or 2. Raising it to Level 1 ("It looks really happy! It must love you a lot!") guarantees that your Pokémon will evolve when it levels up. Happy Pokémon, in general, are ones that spend time near their Trainer in his or her active party. So, if you want a Pokémon to like you, use it in a lot of battles or just keep it in your Active party. In addition, you can do a lot of little things to make a Pokémon like you faster. You can:

- *Feed it lots of Pokémon Power-Ups such as Protein, Carbos, etc. This is the quickest and most expensive way to make your Pokémon love you!*
- *Take it to the Haircut Brothers in the Underground Passage in Goldenrod City. For P300/P500 a day you can have your favorite Pokémon groomed and pampered.*
- *Take it to visit Daisy in Pallet Town. Every day between 3 and 4 in the afternoon, Daisy gives your Pokémon free haircuts.*
- *Heal your Pokémon quickly whenever it gets hurt or Poisoned, Burned, etc. Pokémon do not like being hurt and above all, do not let them Faint in battle!*



The following is a list of all the Pokémon who level up when they love their Trainers: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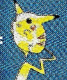

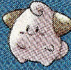
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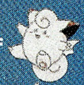

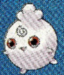
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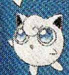

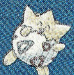
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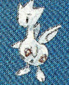

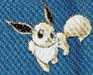
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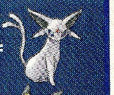

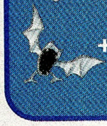
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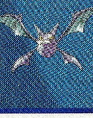

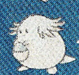
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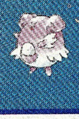

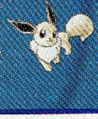
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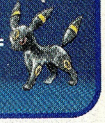
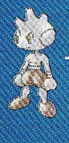


A Special Evolution

So, you got the Tyrogue from Karate King in Mt. Mortar or you bred one using a Hitmonchan or Hitmonlee from Pokémon Red/Blue/Yellow and you aren't quite sure what happens next. Tyrogue evolves at L20 into either Hitmonchan, Hitmonlee, or Hitmontop depending upon what its Attack and Defense stats are. The formula works like this: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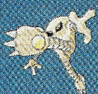
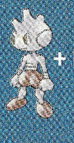
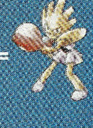
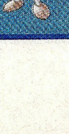
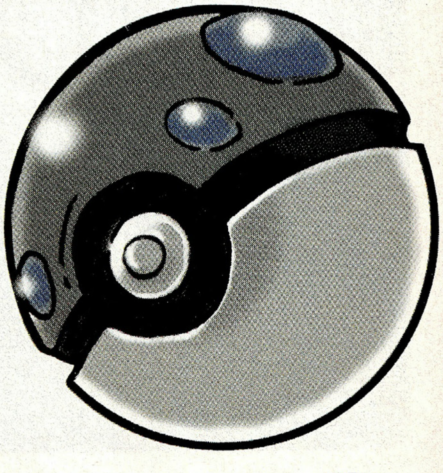


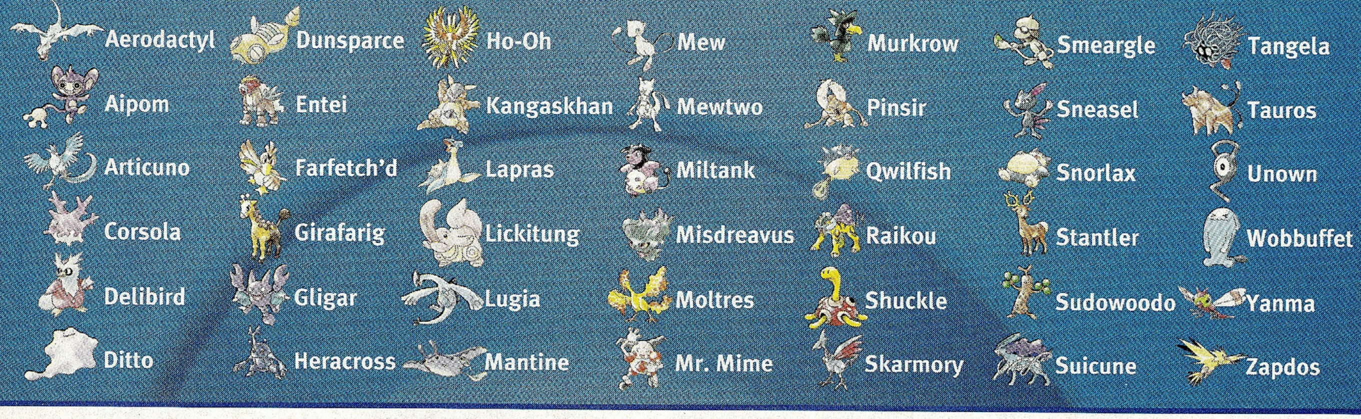

+ L20 & Defense > Attack =



+ L20 & Defense = Attack =



Non-Evolving Pokémon

Some Pokémon just don't evolve at all, under any circumstances. As more advances in Pokémon Research occur, the number of Non-Evolving Pokémon keeps shrinking. So, to help you identify them, we've provided a list of all of the Non-Evolving Pokémon in the game.

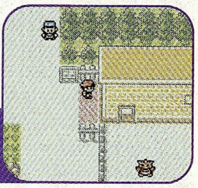


- Aerodactyl
- Aipom
- Articuno
- Corsola
- Delibird
- Ditto
- Dunsparce
- Entei
- Farfetch'd
- Girafarig
- Gligar
- Heracross
- Ho-Oh
- Kangaskhan
- Lapras
- Lickitung
- Lugia
- Mantine
- Mew
- Mewtwo
- Miltank
- Misdreavus
- Moltres
- Mr. Mime
- Murkrow
- Pinsir
- Qwilfish
- Raikou
- Shuckle
- Skarmory
- Smeargle
- Sneasel
- Snorlax
- Stantler
- Sudowoodo
- Suicune
- Tangela
- Tauros
- Unown
- Wobbuffet
- Yanma
- Zapdos

The Complete Breeding Section

The newest feature in *Pokémon Crystal* is also the trickiest. One of the first things you come across is a Mysterious Egg that Mr. Pokémon gives you. This egg was discovered at the Day-Care on Route 34 when two Pokémon of different genders were left behind by their Trainers. Prof. Elm's research confirms that it is a Pokémon Egg, and he'll tell you how to hatch it. To create your own baby Pokémon, just duplicate the situation at the Day-Care.

Breeding Pokémon is very simple if you follow the rules. However, there are a lot of rules, so we'll start with the basics, then move on to more advanced topics.



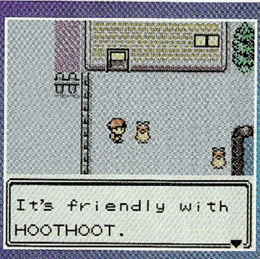
The Day-Care facility on Route 34.

The Basics of Breeding

First you must understand how breeding in *Pokémon* works. When you leave two Pokémon at the Day-Care center, there is a possibility that—if they meet certain conditions—they will create an egg. The contents of that egg will always be the lowest evolutionary form of the female parent and will always be born at Level 5. For example, if you mate a male Vileplume with a female Meganium, an egg containing a L5 Chikorita results.

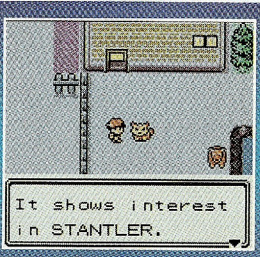
On the most basic level, for two Pokémon to create an egg, one must be female and the other male, and they must show some interest in each other. When you leave two Pokémon behind at the Day-Care, talk to them in the pen outside to see what they think of one another.

If one Pokémon shows any sign of liking another Pokémon, they will create an egg. If they show no interest in one another, they will not. Makes sense, right? If you are still not sure whether your Pokémon will produce an egg, check out the handy table here:



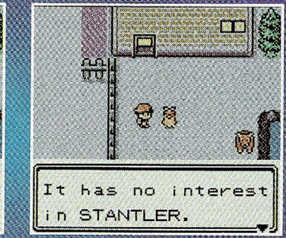
It's friendly with HOOTHOOT.

They like each other!



It shows interest in STANTLER.

They sort of like each other!



It has no interest in STANTLER.

No interest, no egg!

CAUTION

The message "It's brimming with energy." appears when the Pokémon left behind at the Day-Care are related to one another. You cannot mate a son with his mother or a daughter with her father! However, you might be able to mate those two types of Pokémon under other circumstances. If you try to mate a male Houndoom with a female Cyndaquil and they are related (father-daughter), then you'll get the message "It's brimming with energy." However, if these two Pokémon are not related, you will get one of the positive interest messages.

The message "It has no interest in the other Pokémon." appears when you try to mate two Pokémon of the same gender (two males or two females) or when the Pokémon you've chosen are not compatible.

Do They Like Each Other?

What They Say	What It Means
"It shows interest in the other Pokémon."	A Pokémon Egg will be laid.
"It is friendly with the other Pokémon."	A Pokémon Egg will be laid.
"It's brimming with energy."	No eggs here! Try again with another Pokémon!
"It has no interest in the other Pokémon."	No eggs here! Try again with another Pokémon!

One exception to the male/female rule is the genderless Pokémon, Ditto. Mating with a Ditto is the equivalent of cloning or copying a Pokémon. So, if you want to breed a bunch of Chikorita but the one you started with is male, you can mate it with a Ditto and end up with an egg containing a Chikorita. This also works if the Pokémon you are trying to breed has a set gender (like a Nidoran♀) or no gender at all (like a Magnemite). You can breed a Ditto with any Pokémon that can be bred (except another Ditto) and end up with a Pokémon Egg.

Miscellaneous Information

Certain Pokémon appear in female form or male form only. There are also Pokémon who cannot produce eggs no matter how hard you try.

Pokémon that are always female

- Chansey
- Blissey
- Jynx
- Smoochum
- Kangaskhan
- Miltank
- Nidoran♀
- Nidorina
- Nidoqueen

Pokémon that are always male

- Nidoran♂
- Nidorino
- Nidoking
- Tauros
- Tyrogue
- Hitmonchan
- Hitmonlee
- Hitmontop

Pokémon that have no gender

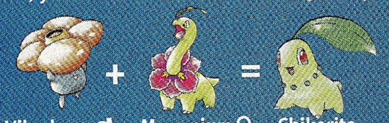
- Ditto
- Magnemite
- Magneton
- Staryu
- Starmie
- Voltorb
- Electrode
- Unown

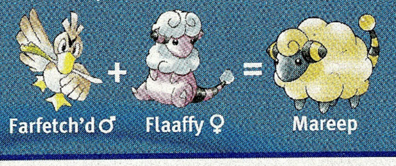
Pokémon that cannot breed

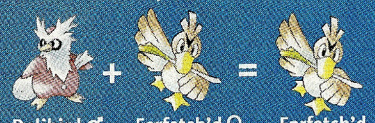
- Articuno
- Cleffa
- Elekid
- Entei
- Ho-Oh
- Igglybuff
- Lugia
- Magby
- Mew
- Mewtwo
- Moltres
- Nidoqueen
- Nidorina
- Pichu
- Raikou
- Smoochum
- Suicune
- Togepi
- Tyrogue
- Unown
- Zapdos

Breeding Examples

So, you want to do some breeding, but you need a few examples of Pokémon combinations. Let's start with some simple male/female breeding.

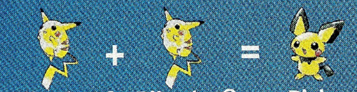

Vileplume♂ + Meganium♀ = Chikorita

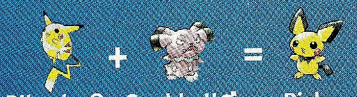

Farfetch'd♂ + Flaaffy♀ = Mareep

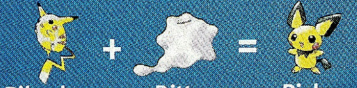

Delibird♂ + Farfetch'd♀ = Farfetch'd

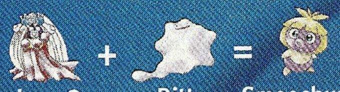
Breeding for Young Pokémon

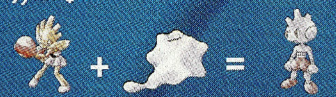
Pokémon Gold and *Silver* introduced several young forms of Pokémon. When you mate their adult form with another compatible Pokémon, you end up with one of the new Pokémon.


Pikachu♂ + Pikachu♀ = Pichu


Pikachu♀ + Snubbull♂ = Pichu

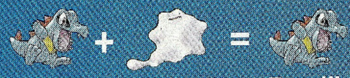

Pikachu + Ditto = Pichu


Jynx♀ + Ditto = Smoochum

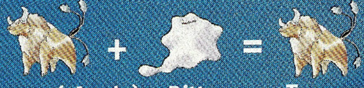

Hitmonchan♂ + Ditto = Tyrogue

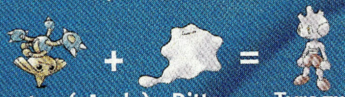
Breeding with a Ditto

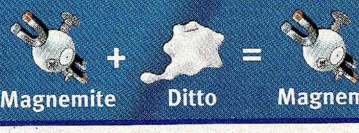
Sometimes you have no choice but to breed your Pokémon with a Ditto. Ditto cloning allows you to bypass the male/female rule in cases where you want to breed a Pokémon but you only have one gender. You can also "clone" genderless Pokémon such as Magnemite or Voltorb by mating them with a Ditto. Here are some examples.


Totodile♂ + Ditto = Totodile

Pikachu♂ + Ditto = Pichu


Tauros (♂ only) + Ditto = Tauros


Hitmontop (♂only) + Ditto = Tyrogue


Magnemite + Ditto = Magnemite

Pokémon Compatibility

How can you tell if the two Pokémon you want to breed are compatible? The tables here have broken the Pokémon into 16 groups based on the type of Pokémon they are. These groups are not related to the Pokémon's Type or Species (as found in the PokéDex). A Pokémon can mate successfully with any other Pokémon found in its group. And, if the Pokémon belongs to more than one group, it can be mated with any Pokémon in the groups that it belongs to. The basic rules are as follows:

Rule 1: Pokémon belonging to Group X cannot produce eggs.

Rule 2: The Pokémon in Groups 1–13 are only compatible with other Pokémon in their respective group(s).

Rule 3: Any Pokémon belonging to Groups 1–15 can be mated successfully with a Ditto.

Rule 4: Pokémon belonging to Group 14 can only be mated successfully with a Ditto.

Rule 5: You cannot mate a Ditto with another Ditto.

NOTE Pokémon listed in italicized type belong to more than one Pokémon Group.

Group X: No Eggs-group Pokémon

- Articuno
- Cleffa
- Elekid
- Entei
- Ho-Oh
- Igglybuff
- Lugia
- Magby
- Mew
- Mewtwo
- Moltres
- Nidoqueen
- Nidorina
- Pichu
- Raikou
- Smoochum
- Suicune
- Togepi
- Tyrogue
- Unown
- Zapdos

Group 1: Plant-group Pokémon

- *Bayleef*
- Bellossom
- Bellsprout
- *Bulbasaur*
- *Chikorita*
- Exeggcute
- Exeggutor
- Gloom
- *Hoppip*
- *Ivysaur*
- *Jumpluff*
- *Meganium*
- Oddish
- *Paras*
- *Parasect*
- *Skiploom*
- Sunflora
- Sunkern
- Tangela
- *Venusaur*
- Victreebel
- Vileplume
- Weepinbell

Group 2: Bug-group Pokémon

- Ariados
- Beedrill
- Butterfree
- Caterpie
- Forretress
- Gligar
- Heracross
- Kakuna
- Ledian
- Ledyba
- Metapod
- *Paras*
- *Parasect*
- Pineco
- Pinsir
- Scizor
- Scyther
- Shuckle
- Spinarak
- Venomoth
- Venonat
- Weedle
- Yanma

Group 3: Flying-group Pokémon

- Aerodactyl
- Crobat
- Dodrio
- Doduo
- *Farfetch'd*
- Fearow
- Golbat
- Hoothoot
- Murkrow
- Natu
- Noctowl
- Pidgeot
- Pidgeotto
- Pidgey
- Skarmory
- Spearow
- *Togetic*
- Xatu
- Zubat

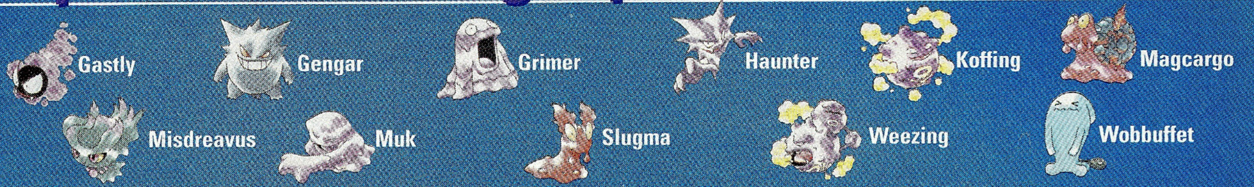
Group 4: Humanshape-group Pokémon

- Abra
- Alakazam
- Drowzee
- Electabuzz
- Hitmonchan
- Hitmonlee
- Hitmontop
- Hypno
- Jynx
- Kadabra
- Machamp
- Machoke
- Machop
- Magmar
- Mr. Mime

Group 5: Mineral-group Pokémon

- Geodude
- Golem
- Graveler
- Onix
- Steelix
- Sudowoodo

Group 6: Indeterminate-group Pokémon



Gastly Gengar Grimer Haunter Koffing Magcargo
Misdreavus Muk Slugma Weezing Wobbuffet

Group 7: Ground-group Pokémon

Aipom *Ampharos* *Arbok* Arcanine Cyndaquil *Delibird* *Dewgong*
Diglett Donphan Dugtrio Dunsparce Eevee *Ekans* Espeon
Farfetch'd *Flaaffy* Flareon Furret Girafarig *Golduck* *Granbull*
Growlithe Houndoom Houndour Jolteon Mankey *Mareep* Meowth
Miltank *Nidoking* *Nidoran♀* *Nidoran♂* *Nidorino* Ninetales Persian
Phanpy *Pikachu* Piloswine Ponyta Primeape *Psyduck* *Quagsire*
Quilava *Raichu* Rapidash Raticate Rattata *Rhydon* *Rhyhorn*
Sandshrew Sandslash *Seel* Sentret Smeargle Sneasel *Snubbull*
Stantler Swinub Tauros Teddiursa Typhlosion Umbreon Ursaring
Vaporeon Vulpix *Wooper*

Group 8: Water 1-group Pokémon

Azumarill *Blastoise* *Corsola* *Croconaw* *Delibird* *Dewgong* *Dragonair*
Dragonite *Dratini* *Feraligatr* *Golduck* *Horsea* *Kabuto* *Kabutops*
Kingdra *Lapras* Mantine *Marill* *Octillery* *Omanyte* *Omastar*
Politoed Poliwag Poliwhirl Poliwrath *Psyduck* *Quagsire* *Remoraid*
Seadra *Seel* *Slowbro* *Slowking* *Slowpoke* *Squirtle* *Totodile*
Wartortle *Wooper*

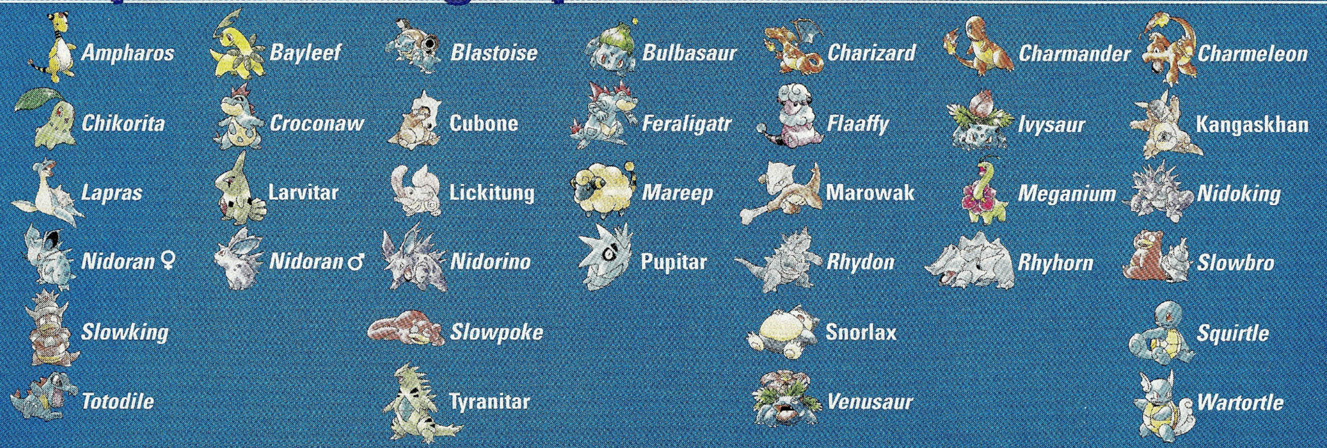
Group 9: Water 2-group Pokémon

Chinchou Goldeen *Gyarados* Lanturn *Magikarp* *Octillery* Qwilfish
Remoraid Seaking

Group 10: Water 3-group Pokémon

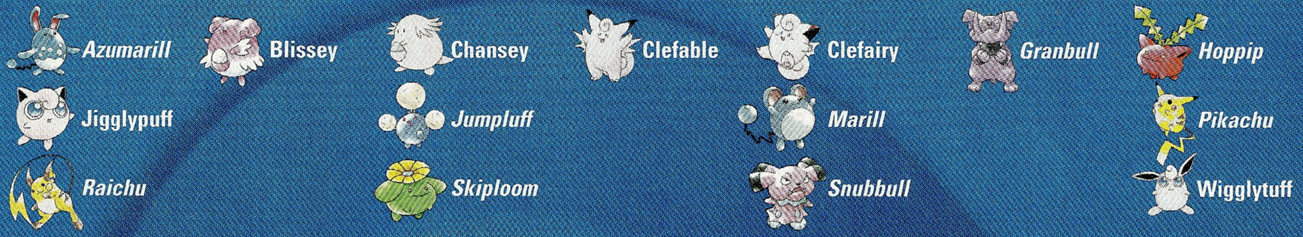
Cloyster *Corsola* *Kabuto* *Kabutops* Kingler Krabby *Omanyte*
Omastar Shellder Tentacool Tentacruel

Group 11: Monster-group Pokémon



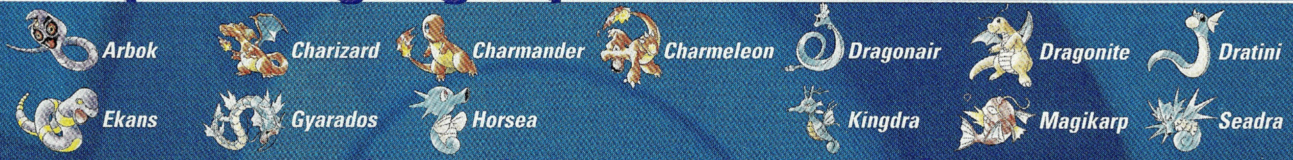
- Ampharos
- Bayleef
- Blastoise
- Bulbasaur
- Charizard
- Charmander
- Charmeleon
- Chikorita
- Croconaw
- Cubone
- Feraligatr
- Flaaffy
- Ivysaur
- Kangaskhan
- Lapras
- Larvitar
- Lickitung
- Mareep
- Marowak
- Meganium
- Nidoking
- Nidoran ♀
- Nidoran ♂
- Nidorino
- Pupitar
- Rhydon
- Rhyhorn
- Slowbro
- Slowking
- Slowpoke
- Snorlax
- Squirtle
- Totodile
- Tyranitar
- Venusaur
- Wartortle

Group 12: Fairy-group Pokémon



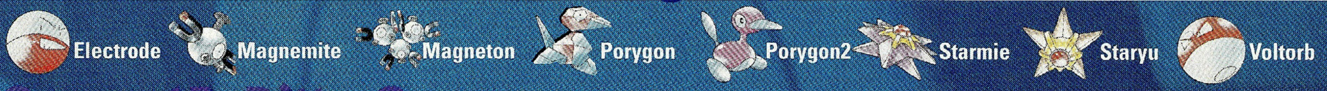
- Azumarill
- Blissey
- Chansey
- Clefable
- Clefairy
- Granbull
- Hoppip
- Jigglypuff
- Jumpluff
- Marill
- Pikachu
- Raichu
- Skiploom
- Snubbull
- Wigglytuff

Group 13: Dragon-group Pokémon



- Arbok
- Charizard
- Charmander
- Charmeleon
- Dragonair
- Dragonite
- Dratini
- Ekans
- Gyarados
- Horsea
- Kingdra
- Magikarp
- Seadra

Group 14: Gender Unknown-group Pokémon



- Electrode
- Magnemite
- Magneton
- Porygon
- Porygon2
- Starmie
- Staryu
- Voltorb

Group 15: Ditto Group

- Ditto

Inheriting Moves and Stats

In *Pokémon Crystal*, you breed to build a better Pokémon. The offspring have many advantages that their parents did not at Level 5. These advantages are stat increases and new and unique moves that can only be learned through breeding.

Inheriting Stats

If a baby Pokémon is female, it inherits any positive stat increases from the father Pokémon. If the baby is male, it inherits any positive stat increases from the mother. If one of the parents is a Ditto, the baby Pokémon gets its stat increases from the Ditto. This is helpful if you are trying to breed out a Pokémon's weakness(es). However, because there is no way to accurately predict a Pokémon Egg's gender, you may be faced with setbacks. On the other hand, if you are trying to "breed the ultimate Pokémon," you obviously want to make sure that both parents are in peak physical condition so that any Pokémon produced will reap the benefits.

Inheriting Moves

Your efforts at customizing a Pokémon pay off in the moves that your newly hatched Pokémon starts his or her life with. These moves come in three types: Learned Moves, Inherited Moves, and Hereditary Moves. Learned Moves are the ones that your Pokémon would normally start out with if caught in the wild at Level 5. Inherited Moves cover any move or TM that your Pokémon would normally learn, although not at Level 5. These moves are inherited from the male Pokémon used in the breeding. Hereditary Moves are also inherited from the father, but they are special. Hereditary Moves are ones that the newly hatched Pokémon would not normally be able to learn. Of the 117 Pokémon that can be obtained through breeding, 105 of them can inherit up to eight moves through breeding that they would not normally learn.

Here's how it works:

When a baby Pokémon is hatched from its egg, it starts with the moves that a Wild Pokémon of the same level would know. So, for example, a newly hatched Hoppip will know three moves—Splash, Synthesis, and Tail Whip, while a newly hatched Pichu will know two—Thundershock and Charm. The remaining spaces, not filled with Learned Moves, can be filled with other types of Inherited Moves.

Number of Moves Standard for a L5 Baby Pokémon

One Move	Abra, Aerodactyl, Bellsprout, Corsola, Delibird, Farfetch'd, Geodude, Gligar, Horsea, Kangaskhan, Ledyba, Lickitung, Magby, Magikarp, Magnemite, Mr. Mime, Murkrow, Oddish, Paras, Pinsir, Poliwag, Remoraid, Sandshrew, Slugma, Smeargle, Stantler, Swinub, Tyrogue, Snorlax, Tentacool, Voltorb, Zubat
Two Moves	Any other Pokémon not listed.
Three Moves	Chinchou, Cleffa, Grimer, Hoppip, Igglybuff, Lapras, Porygon, Snubbull, Venonat
Four Moves	Girafarig, Wobbuffet

Next, if both the male and female Pokémon used in breeding know a move that the baby Pokémon would learn later in life (after Level 5), then the baby Pokémon will be hatched with this move. For example, if you breed two Pokémon who currently know the move Defense Curl, then the baby Pokémon will start with that move too. This works well when you want your baby Pokémon to start with a high-powered move that it would otherwise learn later in life.

NOTE

Don't worry if the Pokémon you are trying to create through breeding starts off with too many naturally Learned Moves. Inherited and Hereditary Moves take precedence over Learned Moves, so if your target Pokémon starts off with three moves and stands the chance to inherit two more moves, the first move on the list of Learned Moves is erased and replaced by one of the two Inherited Moves.

Snubbull ♂	*+ Chansey ♀ =*	*Chansey*	*Explanation*
Charm	Sing	Pound	Move learned naturally
Bite	Minimize	Growl	Move learned naturally
Lick	Egg Bomb	Defense Curl	Move inherited from ♀ Pokémon and ♂ Pokémon (normally learned at L41)
Defense Curl	Defense Curl	—	—

Along the same lines, if the male Pokémon knows an attack that the offspring can learn in the form of a Technical Machine, the baby Pokémon will inherit that move. This lets you "reuse" your TMs by breeding the attacks they contain into other Pokémon.

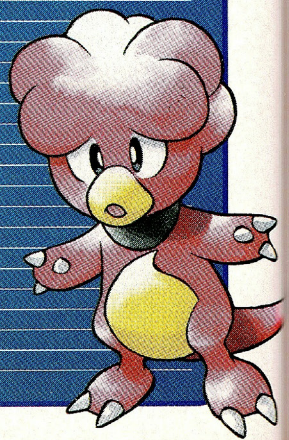
Girafarig ♂	*+ Aipom ♀ =*	*Aipom*	*Explanation*
Confusion	Sand-Attack	Scratch	Move learned naturally
Stomp	Baton Pass	Tail Whip	Move learned naturally
Baton Pass	Fury Swipes	Defense Curl	Move inherited from ♀ Pokémon and ♂ Pokémon (normally learned at L12)
Double Team	Swift	Double Team	TM Move inherited from male Pokémon

Last, but certainly not least, are the Hereditary Moves. A Pokémon can only learn these attacks through breeding. The table below lists all of the moves that a Pokémon can inherit in this way. Remember, Hereditary Moves are passed along to the baby Pokémon through the male Pokémon, just like Inherited Moves are.

Hereditary Moves List

Pokémon	*Move 1*	*Move 2*	*Move 3*	*Move 4*	*Move 5*	*Move 6*	*Move 7*	*Move 8*
Abra	Light Screen	Encore	Barrier	—	—	—	—	—
Aerodactyl	Whirlwind	Pursuit	Foresight	—	—	—	—	—
Aipom	Counter	Screech	Pursuit	Agility	Spite	Slam	Doubleslap	Beat Up
Bellsprout	Swords Dance	Encore	Reflect	Synthesis	Leech Life	—	—	—
Bulbasaur	Light Screen	Skull Bash	Safeguard	Razor Wind	Petal Dance	—	—	—
Caterpie	—	—	—	—	—	—	—	—
Chansey	Present	Metronome	Heal Bell	—	—	—	—	—
Charmander	Belly Drum	Ancient Power	Rock Slide	Bite	Outrage	Beat Up	—	—
Chikorita	Vine Whip	Leech Seed	Counter	Ancient Power	Flail	—	—	—
Chinchou	Flail	Supersonic	Screech	—	—	—	—	—
Cleffa	Present	Metronome	Amnesia	Belly Drum	Splash	Mimic	—	—
Corsola	Rock Slide	Safeguard	Screech	Mist	Amnesia	—	—	—
Cubone	Rock Slide	Ancient Power	Belly Drum	Screech	Skull Bash	Perish Song	—	—
Cyndaquil	Fury Swipes	Quick Attack	Reversal	Thrash	Foresight	—	—	—
Delibird	Aurora Beam	Quick Attack	Future Sight	Splash	Rapid Spin	—	—	—
Diglett	Faint Attack	Screech	Ancient Power	Pursuit	Beat Up	—	—	—
Ditto	—	—	—	—	—	—	—	—
Doduo	Quick Attack	Supersonic	Haze	Faint Attack	Flail	—	—	—
Dratini	Light Screen	Mist	Haze	Supersonic	—	—	—	—
Drowzee	Light Screen	Barrier	—	—	—	—	—	—
Dunsparce	Bide	Ancient Power	Rock Slide	Bite	Rage	—	—	—
Eevee	Flail	Charm	—	—	—	—	—	—
Ekans	Pursuit	Slam	Spite	Beat Up	—	—	—	—
Elekid	Karate Chop	Barrier	Rolling Kick	Meditate	—	—	—	—
Exeggcute	Synthesis	Moonlight	Reflect	Mega Drain	Ancient Power	—	—	—
Farfetch'd	Foresight	Mirror Move	Gust	Quick Attack	Flail	—	—	—
Gastly	Psywave	Perish Song	Haze	—	—	—	—	—
Geodude	Mega Punch	Rock Slide	—	—	—	—	—	—
Girafarig	Take Down	Amnesia	Foresight	Future Sight	Beat Up	—	—	—
Gligar	Metal Claw	Wing Attack	Razor Wind	Counter	—	—	—	—

Pokémon	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	Move 8
Goldeen	Psybeam	Haze	Hydro Pump	—	—	—	—	—
Grimer	Haze	Mean Look	Lick	—	—	—	—	—
Growlithe	Body Slam	Safeguard	Crunch	Thrash	Fire Spin	—	—	—
Heracross	Harden	Bide	Flail	—	—	—	—	—
Hoothoot	Mirror Move	Supersonic	Faint Attack	Wing Attack	Whirlwind	—	—	—
Hoppip	Confusion	Growl	Encore	Double-Edge	Reflect	Amnesia	Pay Day	—
Horsea	Flail	Aurora Beam	Octazooka	Disable	Splash	Dragon Rage	—	—
Houndour	Fire Spin	Rage	Pursuit	Counter	Spite	Reversal	Beat Up	—
Igglybuff	Perish Song	Present	Faint Attack	—	—	—	—	—
Kabuto	Bubblebeam	Aurora Beam	Rapid Spin	Dig	Flail	—	—	—
Kangaskhan	Stomp	Foresight	Focus Energy	Safeguard	Disable	—	—	—
Koffing	Screech	Psywave	Psybeam	Destiny Bond	Pain Split	—	—	—
Krabby	Dig	Haze	Amnesia	Flail	Slam	—	—	—
Lapras	Aurora Beam	Foresight	—	—	—	—	—	—
Larvitar	Pursuit	Stomp	Outrage	Focus Energy	Ancient Power	—	—	—
Ledyba	Psybeam	Bide	Light Screen	—	—	—	—	—
Lickitung	Belly Drum	Magnitude	Body Slam	—	—	—	—	—
Machop	Light Screen	Meditate	Rolling Kick	Encore	—	—	—	—
Magby	Karate Chop	Mega Punch	Barrier	Screech	—	—	—	—
Magikarp	—	—	—	—	—	—	—	—
Magnemite	—	—	—	—	—	—	—	—
Mankey	Rock Slide	Foresight	Meditate	Counter	Reversal	Beat Up	—	—
Mantine	Twister	Hydro Pump	Haze	Slam	—	—	—	—
Mareep	Thunderbolt	Take Down	Body Slam	Safeguard	Screech	Reflect	—	—
Marill	Light Screen	Present	Amnesia	Future Sight	Belly Drum	Perish Song	Supersonic	Foresight
Meowth	Spite	Charm	Hypnosis	Amnesia	—	—	—	—
Miltank	Present	Reversal	Seismic Toss	—	—	—	—	—
Misdreavus	Screech	Destiny Bond	—	—	—	—	—	—
Mr. Mime	Future Sight	Hypnosis	Mimic	—	—	—	—	—
Murkrow	Whirlwind	Drill Peck	Quick Attack	Mirror Move	Wing Attack	—	—	—
Natu	Haze	Drill Peck	Quick Attack	Faint Attack	Steel Wing	—	—	—
Nidoran ♀	Supersonic	Disable	Take Down	Focus Energy	Charm	Counter	Beat Up	—
Nidoran ♂	Supersonic	Disable	Take Down	Confusion	Amnesia	Counter	Beat Up	—
Oddish	Swords Dance	Razor Leaf	Flail	Synthesis	—	—	—	—
Omanyte	Bubblebeam	Aurora Beam	Slam	Supersonic	Haze	—	—	—
Onix	Rock Slide	Flail	—	—	—	—	—	—
Paras	False Swipe	Screech	Counter	Psybeam	Flail	Light Screen	Pursuit	—
Phanpy	Focus Energy	Body Slam	Ancient Power	—	—	—	—	—
Pichu ♀	Reversal	Bide	Present	Encore	Doubleslap	—	—	—
Pidgey ♂	Pursuit	Faint Attack	Foresight	—	—	—	—	—
Pineco	Reflect	Pin Missile	Flail	Swift	—	—	—	—
Pinsir	Fury Attack	Flail	—	—	—	—	—	—
Poliwag	Mist	Splash	Bubblebeam	Haze	Mind Reader	—	—	—
Ponyta	Flame Wheel	Thrash	Double Kick	Hypnosis	Charm	Quick Attack	—	—
Porygon	—	—	—	—	—	—	—	—
Psyduck	Ice Beam	Hypnosis	Psybeam	Foresight	Light Screen	Future Sight	Psychic	—
Qwilfish	Flail	Haze	Bubblebeam	Supersonic	—	—	—	—
Rattata	Screech	Flame Wheel	Fury Swipes	Bite	Counter	Reversal	—	—
Remoraid	Aurora Beam	Octazooka	Supersonic	Haze	Screech	—	—	—
Rhyhorn	Crunch	Reversal	Rock Slide	Thrash	Pursuit	Counter	Magnitude	—
Sandshrew	Flail	Safeguard	Counter	Rapid Spin	—	—	—	—
Scyther	Counter	Safeguard	Baton Pass	Razor Wind	Reversal	Light Screen	—	—
Seel	Lick	Perish Song	Disable	Peck	Slam	Encore	—	—
Sentret	Double-Edge	Pursuit	Slash	Focus Energy	Reversal	—	—	—
Shellder	Bubblebeam	Take Down	Barrier	Rapid Spin	Screech	—	—	—
Shuckle	Sweet Scent	—	—	—	—	—	—	—
Skarmory	Drill Peck	Pursuit	Whirlwind	—	—	—	—	—
Slowpoke	Safeguard	Belly Drum	Future Sight	Stomp	—	—	—	—
Slugma	Acid Armor	—	—	—	—	—	—	—
Smeargle	—	—	—	—	—	—	—	—
Smoochum	Meditate	—	—	—	—	—	—	—
Sneasel	Counter	Spite	Foresight	Reflect	Bite	—	—	—
Snorlax	Lick	—	—	—	—	—	—	—
Snubbull	Metronome	Faint Attack	Reflect	Present	Crunch	Heal Bell	Lick	Leer
Spearow	Faint Attack	False Swipe	Scary Face	Quick Attack	Tri Attack	—	—	—
Spinarak	Psybeam	Disable	Sonicboom	Baton Pass	Pursuit	—	—	—
Squirtle	Mirror Coat	Haze	Mist	Confusion	Foresight	Flail	—	—
Stantler	Reflect	Spite	Disable	Light Screen	Bite	—	—	—
Staryu	—	—	—	—	—	—	—	—
Sudowoodo	Selfdestruct	—	—	—	—	—	—	—
Sunkern	—	—	—	—	—	—	—	—
Swinub	Take Down	Bite	Body Slam	Rock Slide	Ancient Power	—	—	—
Tangela	Flail	Confusion	Mega Drain	Reflect	Amnesia	—	—	—
Tauros	—	—	—	—	—	—	—	—
Teddiursa	Crunch	Take Down	Seismic Toss	Focus Energy	Counter	—	—	—
Tentacool	Aurora Beam	Mirror Coat	Rapid Spin	Haze	Safeguard	—	—	—
Togepi	Present	Mirror Move	Peck	Foresight	Future Sight	—	—	—
Totodile	Crunch	Thrash	Hydro Pump	Ancient Power	Razor Wind	Rock Slide	—	—
Tyrogue	Rapid Spin	Hi Jump Kick	Mach Punch	Mind Reader	—	—	—	—
Venonat	Baton Pass	Screech	—	—	—	—	—	—
Voltorb	—	—	—	—	—	—	—	—
Vulpix	Faint Attack	Hypnosis	Flail	Spite	Disable	—	—	—
Weedle	—	—	—	—	—	—	—	—
Wobbuffet	—	—	—	—	—	—	—	—
Wooper	Body Slam	Ancient Power	—	—	—	—	—	—
Yanma	Whirlwind	Reversal	Leech Life	—	—	—	—	—
Zubat	Quick Attack	Pursuit	Faint Attack	Gust	Whirlwind	—	—	—

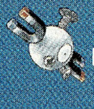


Pokémon Who Do Not Have Any Hereditary Moves

Caterpie

Ditto

Magikarp


Magnemite

Porygon

Smeargle

Staryu

Sunkern

Tauros

Voltorb

Weedle

Wobbuffet

Hatching Your Pokémon Eggs

Once you've chosen two compatible Pokémon to mate, you need to leave them alone at the Day-Care for a while. Keep checking back and, if you see the Day-Care Man waiting outside in the pen, you know you have an egg waiting for you. The Day-Care Man won't give you an egg unless you have an empty slot in your belt, so be sure to make room before you talk with him. There is a PC in the Day-Care Center just for that purpose. To hatch an egg you must carry it around with you in your Active party until it starts to crack.

There are some simple ways to make an egg hatch faster. First, breeding two of the same Pokémon (such as a male Pikachu with a female Pikachu) cuts down the time it takes to hatch an egg. Another good trick is to mate two compatible Pokémon with different ID numbers. These can be Pokémon belonging to a friend or transferred over from another version of *Pokémon Red/Blue/Yellow/Gold/Silver/Crystal* that you happen to own yourself. Of course, the easiest way to make the time pass is to keep busy solving other quests and finding other Pokémon to battle against!

Breeding Instructions for Hereditary Moves

Breeding for Hereditary Moves, however, is not as easy as you might think. If you are lucky, it will only take you one round of breeding to produce a Pokémon with the Hereditary Move that you want. For most of the more rare moves (such as Heal Bell), you will need to go through multiple steps before you can set up a situation where the target Pokémon is hatched with the desired Hereditary Move. To help you out, we've prepared a list of instructions on how to teach each Pokémon its Hereditary Move(s).

To breed for Hereditary Moves just find a compatible male Pokémon who can learn the desired Hereditary Move and then mate it with a female version of the target Pokémon. So, for example, if you wanted to create an Abra who knows the move Barrier, you would mate a male Mr. Mime who already knows the move to a female Abra, Kadabra, or Alakazam.

Sometimes, the Pokémon who learn the desired Hereditary Move are not compatible with the target Pokémon. In this case, you need to find another compatible Pokémon to act as an intermediate. For example, say you want a Bellsprout who knows the move Encore. Looking at the PokéDex you find that Clefairy, Cleffa, Mr. Mime, Shuckle, Togepi, and Togetic are the only Pokémon who learn this move and none of them are compatible with a Bellsprout. To breed the move Encore into a Bellsprout, you must find a Pokémon that is compatible with both the Bellsprout and the Pokémon who can learn this move naturally. Comparing the previous table (Hereditary Move List) with the Group Lists given earlier in this chapter, you will find that one Pokémon fits the bill. Mate a male Clefairy/Clefable or Togetic who already knows the move with a female Hoppip, Skiploom, or Jumpluff. The Pokémon hatched of that union will inherit the move Encore. If it is male (and you should continue breeding those two Pokémon until they produce a male Pokémon), then you can breed it with a female Bellsprout, Weepinbell, or Victreebel to create a Bellsprout with the move Encore.

Sometimes you have to pull out your old copy of *Pokémon Red, Blue* and *Yellow* to complete the breeding process. The reason for this is simple: The TMs found in *Pokémon Gold/Silver/Crystal* are different from those found in *Red, Blue* and *Yellow* and, as a result, certain moves that could be learned by many Pokémon as a TM in R/B/Y can only be learned by a few select Pokémon in *Crystal*. Take, for example, the move Razor Wind. In *Pokémon Red, Blue*, and *Yellow*, this move could only be taught from a Technical Machine (TM02 to be exact). In *Pokémon Gold, Silver*, and *Crystal* this move is not learned normally by any Pokémon, nor is it available as a TM. If you want to breed this move into a Bulbasaur, Gligar, Scyther, or Totodile, you first need to find a compatible Pokémon in R/B/Y and teach it the move from the appropriate Technical Machine. Then you must transfer the Pokémon with that move over to *Pokémon Gold, Silver*, and *Crystal* through the Time Capsule and hope that it is classified as a male. At this point you can continue the breeding process to breed that move into its target Pokémon.

The third method of breeding Hereditary Moves involves the use of the Pokémon Smeargle and its move, Sketch. Sometimes, the normal methods just won't work (especially if you are dealing with moves normally associated with female-only Pokémon such as Kangaskhan, Miltank, or Chansey) and you'll have to head over to the Ruins of Alph to get a Smeargle. If you haven't experimented with this Pokémon yet, you are in for a treat. Smeargle only learns one move, Sketch. However, what Sketch does is copy the opponent Pokémon's last attack and add it permanently to the Smeargle's move list. When used cleverly, you can create a Smeargle with awesome and awe-inspiring attacks. Unfortunately, the copying ability of Sketch is limited to encounters with in-game Pokémon only. When used in Game Link® cable battles, the power of Sketch works only temporarily and any move learned in battle with it is lost at the very end. To use a Smeargle in your attempts to breed Hereditary Moves, you must battle a wild male one with a Pokémon who knows the very move that you want to breed to the target Pokémon. Use that move in the battle against the Smeargle until it copies it with Sketch, then capture the wild Smeargle. Say for example, that you wanted to breed the move Reversal to a Cyndaquil. Because no compatible male Pokémon learns that move naturally, you need to use the Smeargle trick. Battle a male Smeargle with a Pokémon who knows Reversal and let the Smeargle Sketch it. Then capture the male Smeargle (who now knows the move Reversal) and breed it with a female Cyndaquil, Quilava, or Typhlosion and you'll end up with a L5 Cyndaquil born with the move Reversal. Pretty cool, don't you think?

NOTE

Don't forget: The pre-evolved Pokémon Pichu, Cleffa, Igglybuff, Smoochum, Elekid, Magby, Tyrogue, and Togepi do not produce eggs when left at the Day-Care. You must first evolve them to their adult forms (Pikachu, Clefairy, Jigglypuff, Jynx, Electabuzz, Magmar, Hitmonchan/Hitmonlee/Hitmontop or Togetic respectively) before you can use them to breed other Pokémon.

The Quick and Dirty Path

The world of *Pokémon Crystal* comprises both the new Johto Region and the old familiar Kanto Region. To complete the game, you must explore both areas and collect the Gym Badges. As you complete the Pokémon Gym Challenge, you'll encounter new foes, old adversaries, and lots of tricky obstacles. The following flowchart, together with the chapter maps, will help you find your way.

NOTE

Although the route that follows is the quickest way through the game, it's not the only route. If you experiment, you'll find you can complete some events in a different order.

The Johto Region

In Japanese, *johto* means "west," and this area does indeed lie on the western side of the new Pokémon map. New Bark Town, the game's starting place, lies next to a new path in the game's Kanto Region. Kanto (which means "east") is the new name for the land featured in *Pokémon Red*, *Blue*, and *Yellow*. Because you can't Surf yet, you must explore the entire Johto Region before you head back to familiar surroundings!

New Bark Town (p.26)

- Choose a Pokémon from the three in Professor Elm's Pokémon Research Lab.

Cherrygrove City (p.27)

- Get the Map Card from the Guide Gent.

Route 30 (p.28)

- Get the Mystery Egg from Mr. Pokémon.
- Get the PokéDex from Professor Oak.

Cherrygrove City (p.27)

- Rival Battle #1

New Bark Town (p.26)

- Deliver the Mystery Egg to Professor Elm at his Pokémon Research Lab.
- Get Poké Balls from Professor Elm's assistant.

Violet City (p.29)

- Battle the Gym Leader, Falkner, and get the Zephyr Badge and TM31 (Mud-Slap).
- Get the Mystery Egg from Professor Elm's assistant in the Pokémon Center.
- Get HM05 (Flash) from the head Sage at the top of Sprout Tower.

Route 32 (p.31)

- Get the Old Rod from the Fisherman in the Pokémon Center.

Ruins of Alph (p.32)

- Get the Unowndex from one of the scientists in the Ruins of Alph Research Center after you catch three Unowns. (You must complete the puzzle before you may enter the ruins.)

Azalea Town (p.35)

- Go to the Slowpoke Well with Kurt and rescue the Slowpoke.
- Get the Lure Ball from Kurt.
- Battle the Gym Leader, Bugsy. Get the Hive Badge and TM49 (Fury Cutter).
- Rival Battle #2 outside the Ilex Forest Gatehouse!

Ilex Forest (p.37)

- Capture the FarFetch'd for the Charcoal Man's apprentice. Get HM01 (Cut) as a reward.
- Get TM02 (Headbutt) from a person in the forest.

Goldenrod City (p.39)

- Get the bicycle from the Bicycle Shop.
- Get the Radio Card in the Radio Tower.
- Get the Coin Case in the Underground Passage.
- Fight the Gym Leader, Whitney. Get the Plain Badge and TM45 (Attract).

Routes 36 and 37 (p.47)

- Meet Flora, the Flower Shop Owner's sister, by the Sudowoodo.

Goldenrod City (p.39)

- Get the Squirtbottle from the Flower Shop Owner (next to the Gym).

Routes 36 & 37 (p.47)

- Use the Squirtbottle on the moving "tree" and battle the Sudowoodo.
- Get the TM08 (Rock Smash) from the man to the right of the obstruction.

Ecruteak City (p.48)

- Defeat the Kimono Girls to get HM03 (Surf) in the Ecruteak City Dance Theater.
- Get the Item Finder from one of the houses.
- Rival Battle #3 in the Burned Tower!
- Release the three Legendary Pokémon in the Burned Tower. Meet Eusine.
- Fight the Gym Leader, Morty. Get the Fog Badge and TM30 (Shadow Ball).

Olivine City (p.53)

- Get the Good Rod from one of the houses.
- Get HM04 (Strength) from the house next to the Pokémon Center.
- Meet Jasmine on the top floor of the Lighthouse. She's nursing the sick Lighthouse Pokémon.

Cianwood City (p.58)

- Get the Secret Potion from the Pharmacy.
- Fight the Gym Leader, Chuck. Get the Storm Badge and TM01 (Dynamicpunch).
- Get HM02 (Fly) from the Gym Leader's wife.

Olivine Lighthouse (p.54)

- Take the Secret Potion to Jasmine and heal the Lighthouse Pokémon.

Olivine City (p.53)

- Fight Jasmine, Leader of the Olivine Gym. Get the Mineral Badge and TM23 (Iron Tail).

Lake of Rage (p.64)

- Try to capture the Red Gyarados and get the Red Scale.
- Talk to Lance on the lakeshore, and then return to Mahogany Town.

Mahogany Town (p.61)

- Together with Lance, destroy the Team Rocket Hideout.
- Get HM06 (Whirlpool) from Lance as a reward.
- Fight Pryce, Leader of the Mahogany Town Gym, and get the Glacier Badge and TM16 (Icy Wind).

The Johto Region Continued

Goldenrod City (p.39)

- Get the Basement Key from the Imposter Director at the Radio Tower.
- Rival Battle #4 in the warehouse section of the Underground Passage.
- Rescue the real Director, confined in the warehouse section of the Underground Passage, and get the Card Key.
- Free the Radio Tower from Team Rocket!
- Get the Clear Bell from the Director as a reward.

Tin Tower (p.50)

- Show the Clear Bell to the Wise Trio to earn the right to enter the Tin Tower.
- Capture Suicune!

Ice Path (p.65)

- Get HM07 (Waterfall).

Blackthorn City (p.67)

- Battle the Gym Leader, Clair.
- In the Dragon's Den, get the Dragon Fang, the Rising Badge, and TM24 (Dragonbreath).

New Bark Town (p.26)

- Get the Master Ball at Elm's Pokémon Research Lab.

Victory Road (p.72)

- Rival Battle #5!

Indigo Plateau (p.73)

- Battle the Elite Four and the current champion of the Pokémon League.

The Kanto Region

If you've played *Pokémon Red*, *Blue*, or *Yellow* (Special Pikachu Edition), the region of Kanto will seem like home to you. This is the land where Ash (or "Red," as he's called now) once routed Team Rocket with his band of expertly trained Pokémon and ruled as champion of the Pokémon League. It's been three years since those good times, however, and some changes have been made to this corner of the Pokémon world.

New Bark Town (p.26)

- Get the S.S. Ticket from Professor Elm at his Pokémon Research Lab.

Olivine City (p.53)

- Take a ride to the Kanto Region on the S.S. *Aqua* from the Olivine City Port.

S.S.*Aqua* (p.78)

- Locate the sailor loafing on the job.
- Find the missing grandchild and get the Metal Coat from her grandfather.

Vermilion City (p.79)

- Defeat the Gym Leader, Lt. Surge, and get the Thunder Badge.

Saffron City (p.81)

- Defeat the Gym Leader, Sabrina, and get the Marsh Badge.

Route 10 (p.83)

- At the Power Plant, talk to the Manager to find out about the stolen Machine Part.

Cerulean City (p.85)

- Surprise the Thief in the Cerulean City Gym.

Route 24 (p.86)

- Capture the Thief on the bridge! Win the battle and learn the whereabouts of the stolen Machine Part.

Route 25 (p.86)

- Find the Cerulean City Gym Leader, Misty, on a date.

Cerulean City (p.85)

- Defeat the Gym Leader, Misty, and get the Cascade Badge.
- Find the Machine Part in the Gym.

Route 10 (p.83)

- Deliver the Machine Part to the Power Plant. Get TM07 (Zap Cannon) as a reward.

Lavender Town (p.82)

- Get the Expn. Card on the first floor of the Radio Tower.

Saffron City (p.81)

- Learn how the young girl named "CopyCat Girl" lost her Clefairy Doll in Vermilion City.

Vermilion City (p.79)

- In the Pokémaniac's Club, get the Lost Property (a Clefairy Doll) from the boy.

Saffron City (p.81)

- Return the Poké Doll to CopyCat Girl and get the Pass for the Magnet Train.

Celadon City (p.88)

- Defeat the Gym Leader, Erika, and get the Rainbow Badge and TM19 (Giga Drain).

Fuchsia City (p.90)

- Defeat the Gym Leader, Janine, and get the Soul Badge and TM06 (Toxic).

Route 12 (p.81)

- Get the Super Rod from the Fishing Guru's brother.

Vermilion City (p.79)

- Wake up the sleeping Snorlax by tuning your expanded Radio Card to the Pokémon Flute Channel. Now you can pass through Diglett's Cave!

Pewter City (p.93)

- Get the Silver Wing from the Old Man in the road.
- Defeat the Gym Leader, Brock, and get the Boulder Badge.

Mt. Moon (p.94)

- Rival Battle #6!

Cinnabar Island-via Route 21 (p.99)

- Meet up with Blue, the Gym Leader of Viridian City. After you talk with him, he returns to the Viridian City Gym.

Seafoam Islands (p.99)

- Defeat the Cinnabar Island Gym Leader, Blaine, and get the Volcano Badge.

Viridian City (p.96)

- Defeat the Viridian City Gym Leader, Blue, and get the Earth Badge.

Pallet Town (p.98)

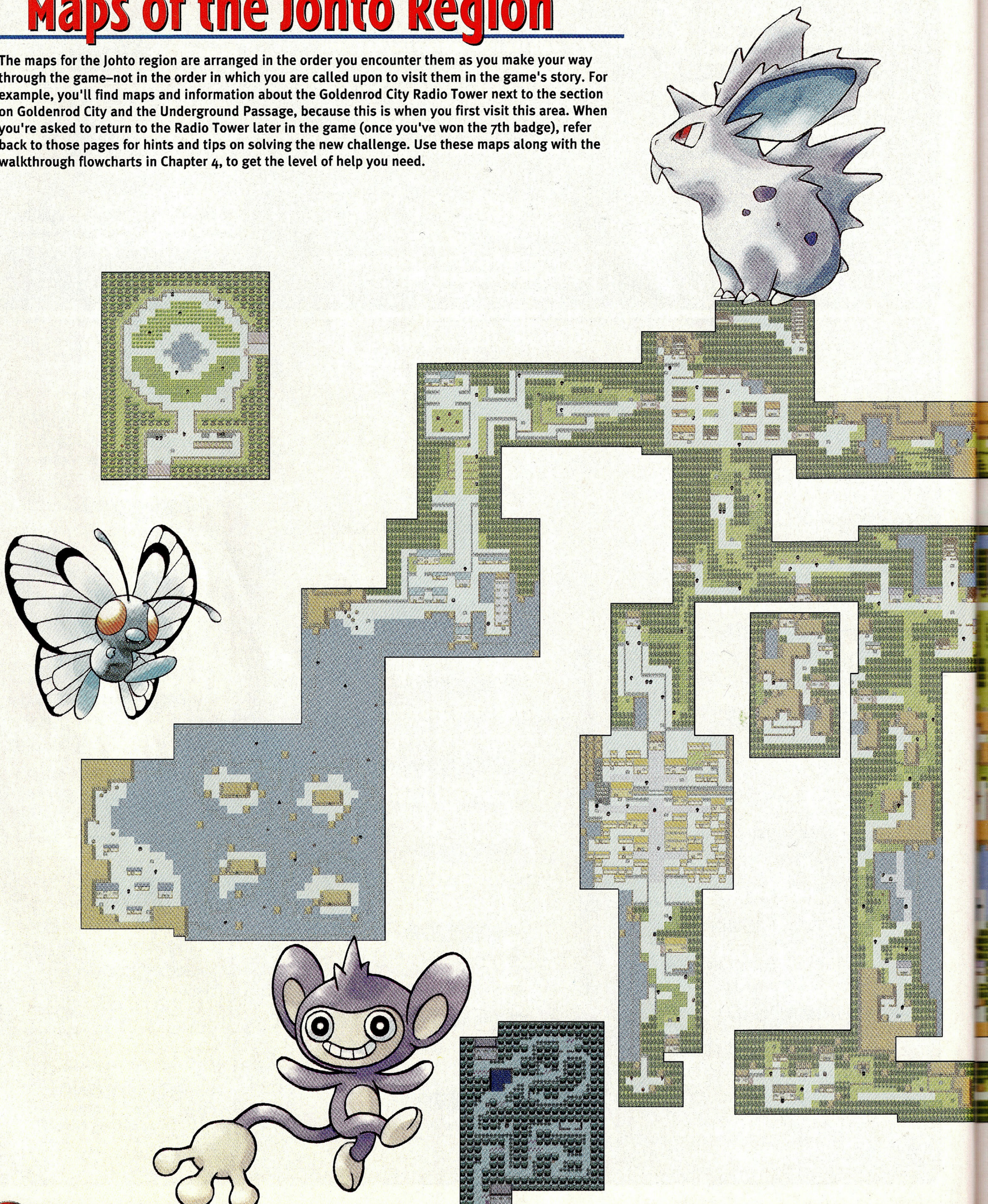
- Once you have all eight Kanto Badges, speak to Professor Oak. He gives you permission to pass through the Pokémon League Gate to Route 28 and Mt. Silver.

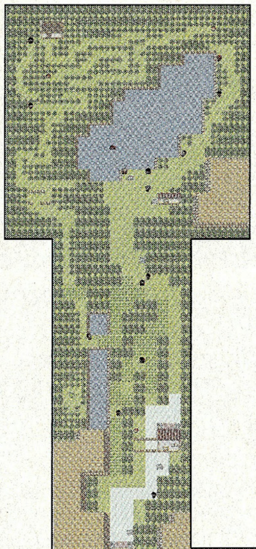
Mt. Silver (p.102)

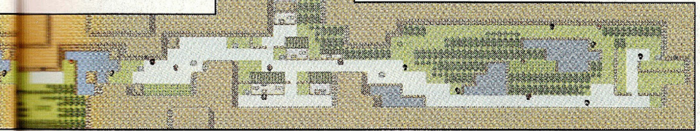
- Prepare to battle a strangely familiar young man....

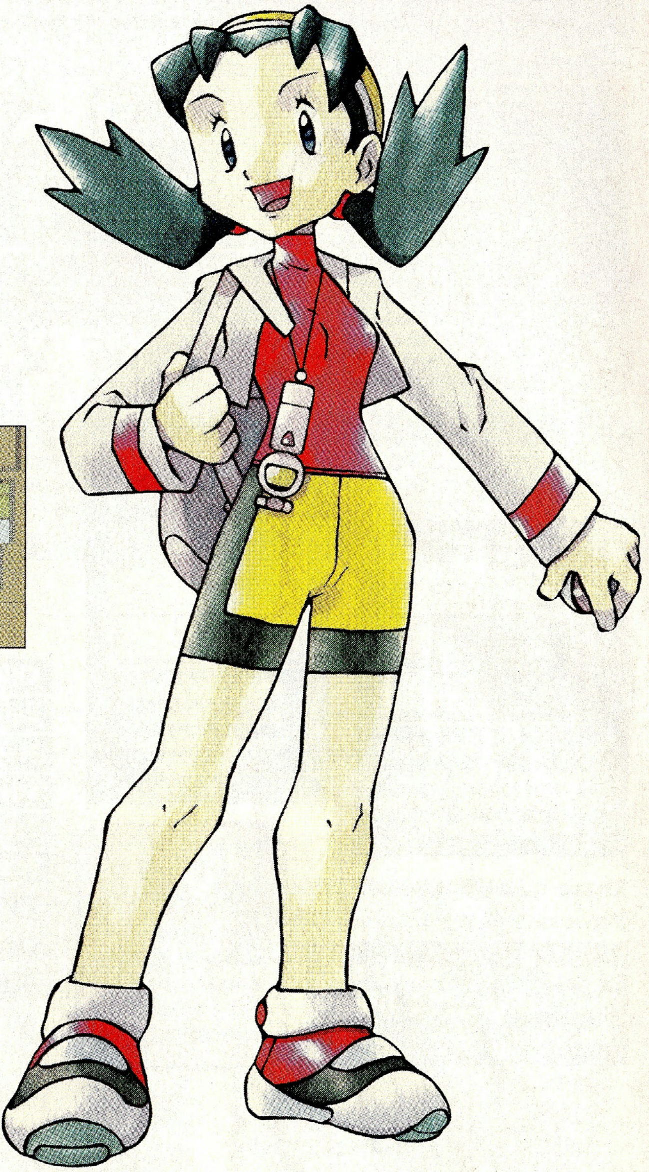
Maps of the Johto Region

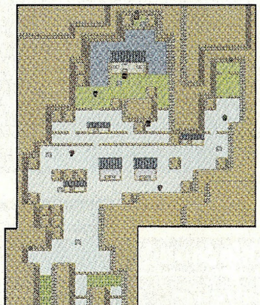
The maps for the Johto region are arranged in the order you encounter them as you make your way through the game–not in the order in which you are called upon to visit them in the game's story. For example, you'll find maps and information about the Goldenrod City Radio Tower next to the section on Goldenrod City and the Underground Passage, because this is when you first visit this area. When you're asked to return to the Radio Tower later in the game (once you've won the 7th badge), refer back to those pages for hints and tips on solving the new challenge. Use these maps along with the walkthrough flowcharts in Chapter 4, to get the level of help you need.

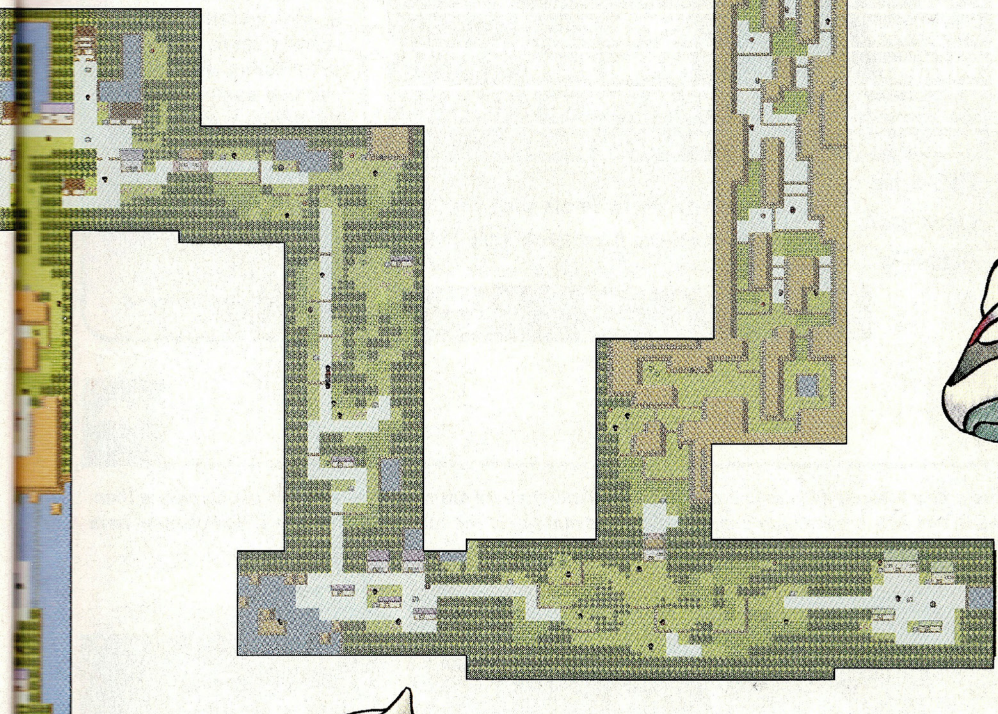


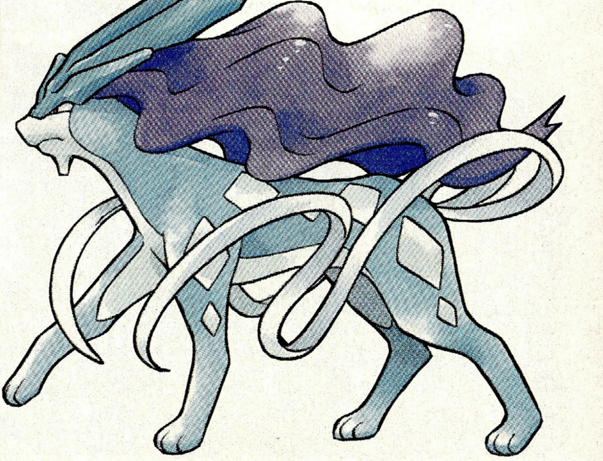


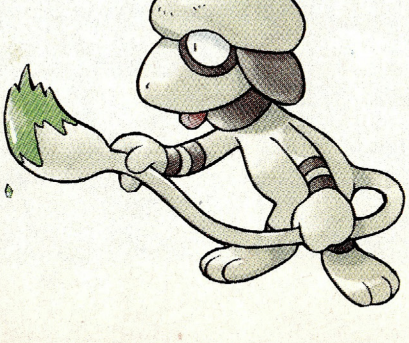






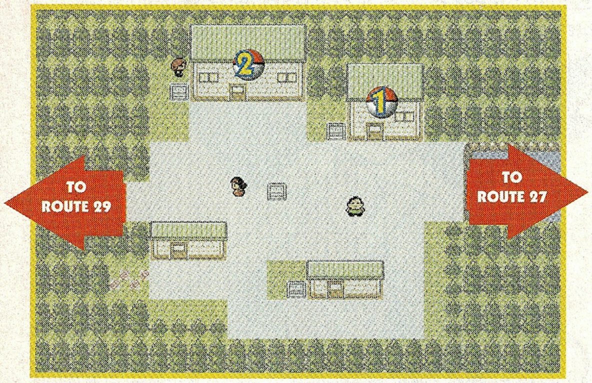






New Bark Town

Home sweet home! New Bark Town is the type of place you'll want to visit again and again. Be sure to visit your mom and Professor Elm whenever you're nearby. New Bark Town also serves as the portal to the Kanto region–at least until you find other means of transportation.



1 There's nothing like a visit home to take care of the traveling blues. Not only will your mom welcome you home and praise your progress, she'll also surprise you with helpful items (found in your PC) and cool Pokémon items to dress up your room. If you've opted to have your mom save part of your winnings, just talk to her to make a deposit or withdrawal. Your mom will also change your clock's time in and out of DST (Daylight Savings Time) should you choose not to discuss money.

2 Professor Elm's Pokémon Research Lab is where the game really starts. Be sure to make Professor Elm the first person you talk to when you leave home. He has an errand he wants you to carry out. In return he'll give you one of his new, rare Pokémon.

Professor Elm's Pokémon Research Lab is a treasure trove of valuable items, but you must fulfill certain requirements to get them. The following list includes them all.

Potion: Professor Elm's assistant gives you this at the start of your adventure. Just choose a Starter Pokémon and try to leave the Lab.

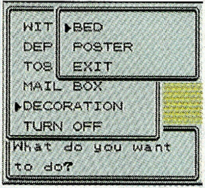
Poké Ball x5: Give the Mystery Egg to Professor Elm. On your way out, Professor Elm's Assistant will give these to you.

Everstone: Take Togepi to Professor Elm to examine. The Everstone is your reward.

Master Ball: Win all eight Johto Gym Badges.

S.S. Ticket: Defeat the Elite Four.

Items


WIT ▶BED
DEP POSTER
TOS EXIT
MAIL BOX
▶DECORATION
TURN OFF
What do you want to do?

You'll find the Poké Dolls your mom buys under the Decorations heading on your home PC.

What are you staring at?

Who's this shady person standing outside Professor Elm's Lab?

These items are found in Professor Elm's Lab.

- Potion
- Poké Ball x5
- Everstone
- Master Ball
- S.S. Ticket

NOTE

Don't forget! Other Pokémon may be found in the waters of New Bark Town!

	Morning	Day	Nite
Chinchou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L15-24 (O-L10; G-L20)		
Tentacruel	◆ L20-24 (S-L40)		
Chikorita	Choose one from Professor Elm at Elm's Pokémon Research Lab (L5).		
Cyndaquil			
Totodile			

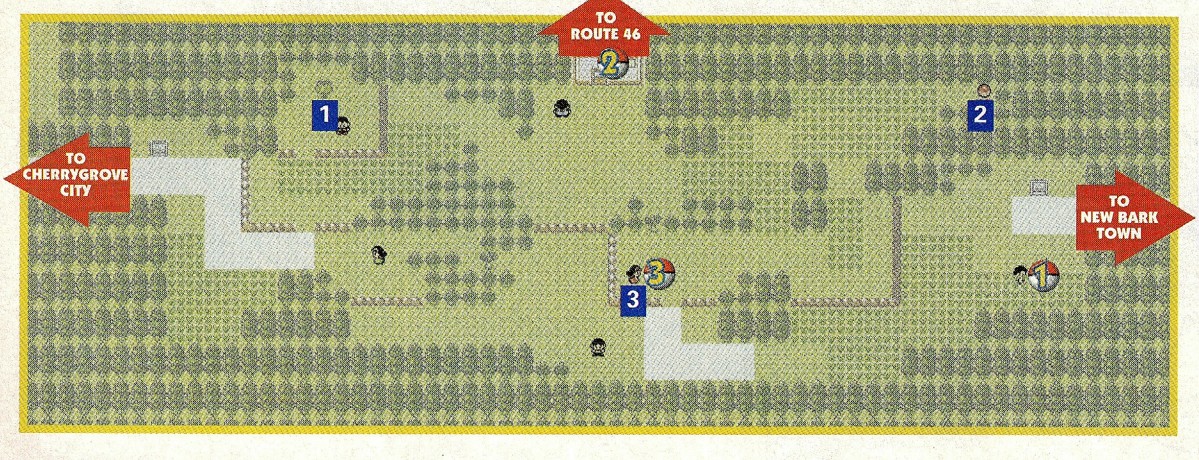
● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super

NOTE

In each walkthrough section, there is a table listing when you can find each Pokémon. If a Pokémon is on a blue background, you can find it in water. Green means you can find it in the tall grass. Gray means you get it through a special event.

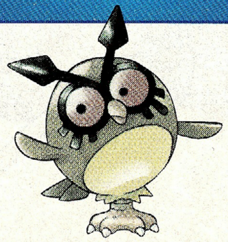
Route 29

The route between New Bark Town and Cherrygrove City is pretty tame by Pokémon standards. The Trainers here are more interested in giving advice than in challenging you to a Pokémon Battle. Route 29 is home to two new breeds of Pokémon, so take advantage of the random battles the Wild Pokémon here offer. The squirrel-like Sentret appears in the Morn and Day, while the wise Hoothoot comes out only at Nite.



Items

1. Berry
2. Potion
3. Pink Bow (only on Tuesdays)



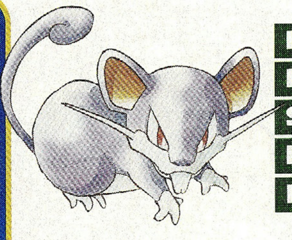
1 There are no Trainers on this Route—just helpful bystanders! For example, this dude offers to teach you how to capture Pokémon once you get the Poké Balls from Professor Elm's assistant. Of course, you won't get those Poké Balls until you find the Mystery Egg and thus complete Professor Elm's errand, so you'd better get going!

2 If you are interested in doing a bit of exploring, you should take this gatehouse to the end of Route 46. In the grassy plots at the base of the mountain, you'll find tons of Geodude, Spearow, and Rattata. If you are looking for Pokémon to complement your Starting Pokémon, this is the place.

TIP

Your first trip through Route 29 can be a harrowing experience if you're not careful. Although the Wild Pokémon on Route 29 offer the perfect opportunity to raise your Pokémon a few levels, you'll need to keep a close eye on your new Pokémon's health.

On the positive side, your Starting Pokémon comes with a Berry attached that it will use to heal itself when its HP Gauge falls into the yellow zone. However, once it is gone you will need to use a Potion to heal its wounds or run to the Pokémon Center in Cherrygrove City.



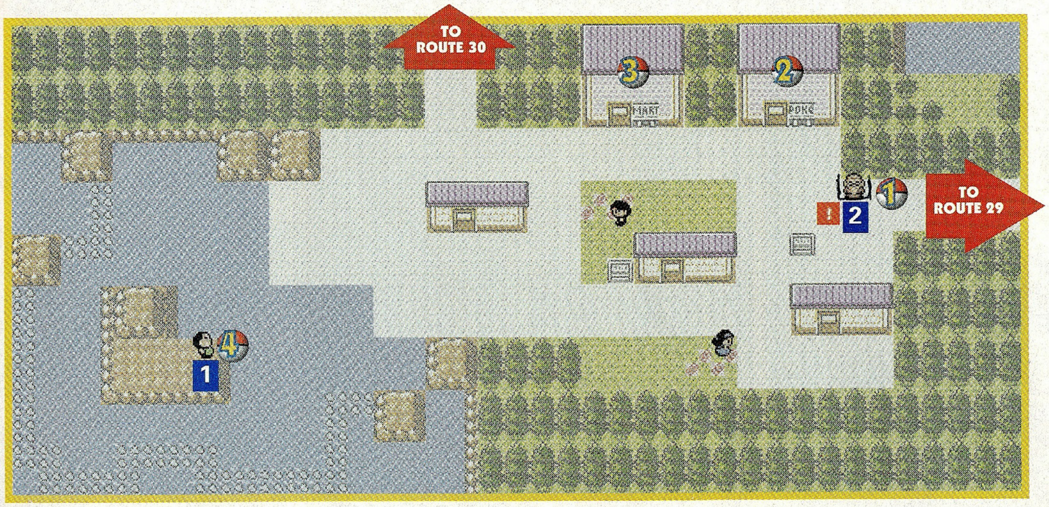
	Morning	Day	Nite
Hoothoot			● L2, L3
Hoppip	★ L3	★ L3	
Sentret	● L2, L3	● L2, L3	
Pidgey	● L2, L3	● L2, L3	
Rattata	★ L2	★ L2	● L2, L3

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

3 On Tuesdays, be sure to look out for Tuscany of Tuesday. She's one of seven brothers and sisters who hand out free gifts to new Trainers. If you are walking through Route 29 on a Tuesday, talk to her and she'll give you a Pink Bow. This is an item which, when attached to a Pokémon, strengthens its Normal-type moves.

Cherrygrove City

This lakeside city is the one of the game's few towns without a Gym. However, it's the first place where you can visit a Pokémon Center and shop at a Poké Mart. Keep in mind that you can't buy Poké Balls until you get a PokéDex and clearance from Professor Elm!



Items

1. Mystic Water
2. Map Card

Poké Mart

Potion	₽300
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Poké Ball	₽200

1 First things first! Take the tour the gentleman at the city's eastern entrance offers you. At the end he gives you the Map Card add-on for your PokéGear. This handy tool allows you to view your current location as you travel across the Johto map.

2 The Pokémon Center has changed a bit from your last visit. Desks for trading and battling Pokémon over a Game Link cable are housed on the second floor now. These functions become available after you complete Professor Elm's errand. The Time Capsule, which allows you to transfer Pokémon from *Pokémon Red*, *Blue*, and *Yellow* opens up later on.

	Morning	Day	Nite
Corsola	(G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Staryu			(G-L20;S-L40)
Tentacool	● L15-24		
Tentacruel	★ L20-24		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

3 The Poké Mart is the best place to find Poké Balls, potions, and other goodies. At the start of the game, the shop is out of Poké Balls. Lucky for you, a shipment arrives right after you finish Professor Elm's errand!

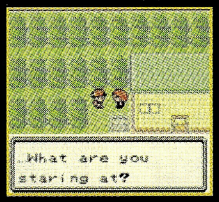
4 Once you've picked up HM02 (Surf), sail over the lake to the boy on the island. Talk to him and he'll give you the Mystic Water item. When attached to a Pokémon, this trinket increases the strength of any Water-based move it uses.

Rival Battle #1

Remember that rude boy hanging around outside Professor Elm's Lab? He's stolen a Pokémon from the good professor and is on the run!

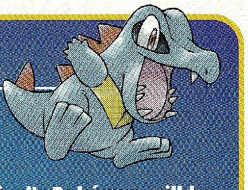
At this point in the game, your Rival isn't much of a threat. Take time to level up your Starting Pokémon to L6 or L7 while you complete Professor Elm's errand. It's also a good idea to heal your Pokémon completely before you attempt to exit the city. Make sure it has a Berry attached.

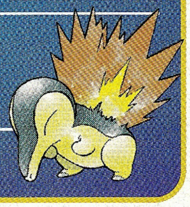
Your Rival's Pokémon will differ, depending on the Pokémon you chose at the start of the game.



…What are you staring at?

Who's that coming down the road!?





If you chose Cyndaquil, your Rival's Pokémon will be

Totodile L5

If you chose Totodile, your Rival's Pokémon will be

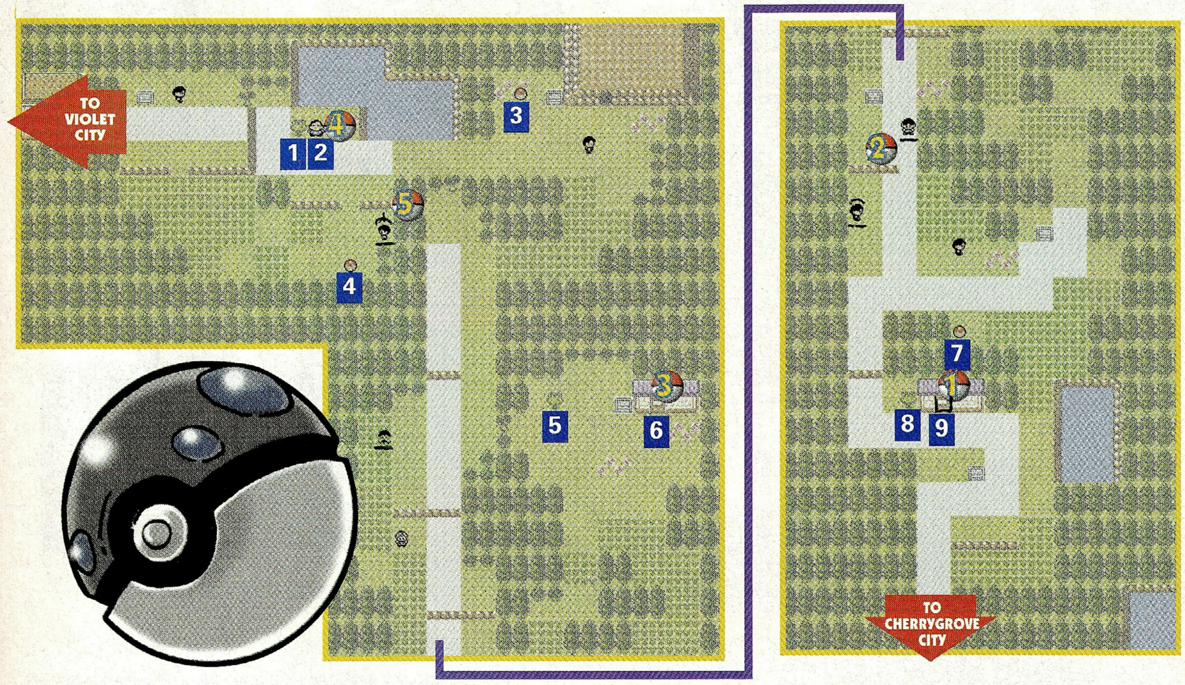
Chikorita L5

If you chose Chikorita, your Rival's Pokémon will be

Cyndaquil L5

Routes 30 and 31

Initially, a couple of fighting Trainers block your progress down Routes 30 and 31. Later on, they'll give you your first experience battling other people's Pokémon. To complete Professor Elm's errand, you need only take the path to the right (through the forest and tall grass) to Mr. Pokémon's house!



Items

1. Bitter Berry
2. TM50 (Nightmare)
3. Potion
4. Poké Ball
5. Psncureberry
6. Mystery Egg; PokéDex; Exp. Share
7. Antidote
8. Berry
9. Berry

NOTE

Ask Joey and Wade for their phone numbers after you defeat them.

1 The guy who lives in the house right outside Cherrygrove City knows all about how to use Berries. Attach one to a Pokémon and the Pokémon will use it to heal itself automatically during battle. You'll find a variety of Berry types throughout the world of *Pokémon Crystal*. Some cure status anomalies such as Poison or Burn; others recover your Pokémon's HP.

2 After you complete Professor Elm's errand, you'll find the Trainers blocking the road have moved on. Take care—they haven't gone far and are itching to get involved in another Pokémon battle!

NOTE

If you forgot to speak to your mom when asked by Professor Elm, expect a phone call from her offering to save a small percentage of your battle winnings for you once you've fought a couple of Trainer Battles. Take her up on the offer. That way, whenever you need money, you can go home and withdraw some from your savings!

Route 30

	Morning	Day	Nite
Caterpie	● L3, L4	● L3, L4	
Hoothoot			● L3, L4
Hoppip	★ L4	★ L4	
Ledyba	◆ L3		
Pidgey	◆ L4	● L3, L4	
Poliwag			◆ L4
Spinarak			◆ L3
Weedle	★ L3	★ L3	
Zubat			★ L3
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L15-24 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L20-24		

Route 31

	Morning	Day	Nite
Bellsprout	◆ L5	◆ L5	◆ L5
Caterpie	◆ L4	◆ L4	
Gastly			★ L5
Hoothoot			◆ L5
Hoppip	★ L5	★ L5	
Ledyba	◆ L4		
Pidgey	◆ L5	● L4, L5	
Poliwag			◆ L4
Spinarak			◆ L4
Weedle	★ L4	★ L4	
Zubat			★ L4
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L15-24 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L20-24		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

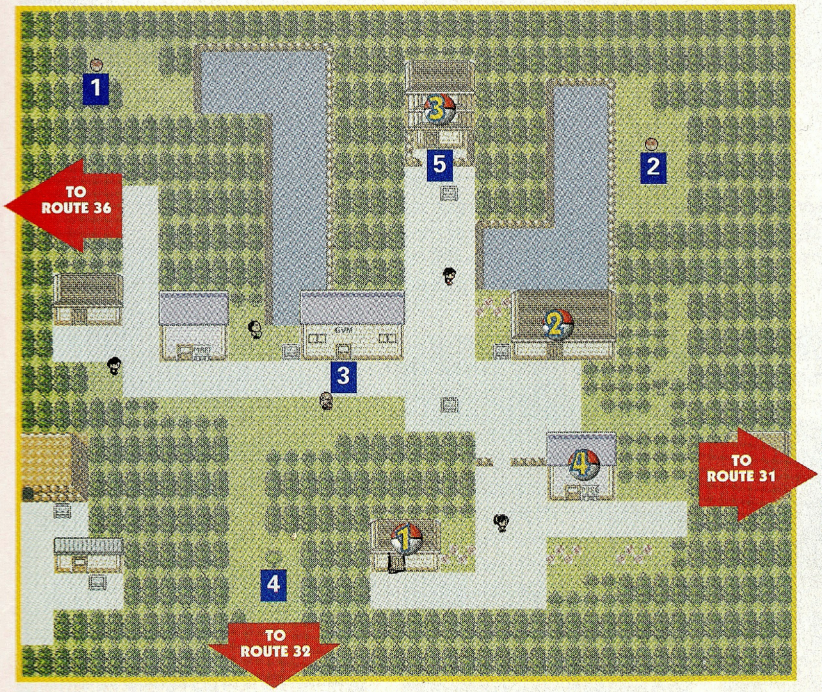
3 Hidden in the wooded depths along Route 30 stands the home of Mr. Pokémon. It seems he has a strange egg for Professor Elm to study and you must carry it carefully back to New Bark Town! You'll also meet Mr. Pokémon's guest, Professor Oak, creator of the PokéDex. Impressed by your desire to become a Pokémon Master, he'll give you a PokéDex of your own! When you find the Red Scale at the Lake of Rage, return to Mr. Pokémon's house and he'll give you the Exp. Share item as a reward.

4 To get TM50 from this guy, simply deliver a message from his friend in the Goldenrod City gatehouse (Route 35). Make sure you have room for an extra Pokémon so you can carry the message in the first place. (The friend gives you a Pokémon carrying a letter.)

5 When you trade phone numbers with Wade, you get updates on his training progress and Berries! Wade is a fan of Berries, and is not stingy with them. When he calls you with a Berry report, pay him a visit to see what he's got!

Violet City

The lovely Violet City sits in a wooded plain near the mysterious Dark Cave. Violet City is home to both the Violet City Gym, run by Falkner and his birdbrained Trainers, and the Sprout Tower, a place of meditation and spiritual training for Pokémon Trainers. Visit both locations during your stay in Violet City.



Items

1. PP Up
2. Rare Candy
3. Zephyr Badge, TM31 (Mud-slap)
4. Przcureberry
5. HM05 (Flash)

Poké Mart

Poké Ball	₽200	Awakening	₽250
Potion	₽300	X Defend	₽550
Escape Rope	₽550	X Attack	₽500
Antidote	₽100	X Speed	₽350
Parlyz Heal	₽200	Flower Mail	₽50

	Morning	Day	Nite
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L15-24 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L20-24		
Onix	Trade a Bellsprout for this to the boy in a private house.		
Togepi	Get the Egg from Prof. Elm's Lab Assistant at the Pokémon Center.		

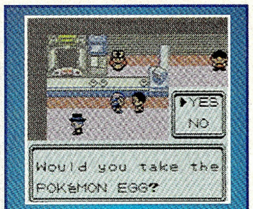
● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

1 Bellsprout occupy an unusual place of honor in the hearts of Violet City residents. If you managed to pick one up on Route 31, consider trading it to Kyle for his Onix. When you trade Pokémon in this game, remember that the level of the Pokémon you get in exchange is the same as the one you traded. Don't think you can trade an L3 Bellsprout for an Onix that's all set to take on Falkner in the Violet City Gym!

2 If you're new to Pokémon, you'll definitely want to pay a visit to Earl's Pokémon Academy. Earl is taking a breather near the Violet City Gym, but talk to him and he'll be glad to give you a short tour of his school. Talk to the students and read the day's lesson on the blackboard to gather tips for becoming a top-notch Pokémon Trainer!

3 Sprout Tower is a Violet City landmark and well worth a visit. The Sages inside will teach you the "Way of Pokémon." If you pass their lessons and make it to the Sage at the top of the Tower, you'll receive a wonderful prize!

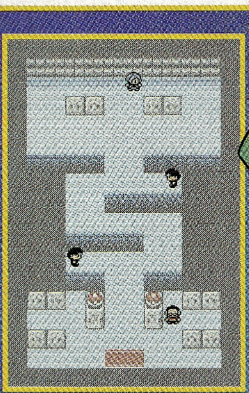
4 After you defeat Falkner and win the Zephyr Badge, expect a call from Professor Elm. He offers you a chance to make Pokémon history. He's discovered something about the Mystery Egg you brought him and he wants you to baby-sit it. Pick up the Egg from his assistant at the Violet City Pokémon Center and keep it in your belt with your other active Pokémon. After it's traveled with you for a while, an amazing thing happens: it hatches! What kind of Pokémon is inside?

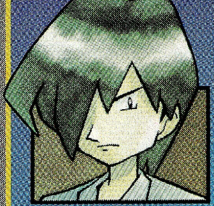


Would you take the POKéMON EGG?

You must have an empty slot in your Pokémon belt or you can't take possession of the Mystery Egg. When it hatches, take the new Pokémon back to Professor Elm and you'll get a reward.

Gym Leader Battle: Falkner of the Violet City Gym





Chikorita fans, this gym is *not* for you! As you may have noticed in your battles with Pidgey and Hoothoot, Grass-type Pokémon fare poorly against Flying attacks. This puts you at a disadvantage unless you have other Pokémon waiting in the wings—a somewhat difficult feat at this point in the game. Your best bet is to level Chikorita up in the Sprout Tower until it evolves into Bayleef at L16.

If you chose Totodile or Cyndaquil at the start of the game, you should have no problem withstanding Falkner's challenge. If you're unsure of your Pokémon's abilities, try one or both regular Trainers in the Gym first. If you can defeat them easily, continue to Falkner. If you can't, consider completing the Sprout Tower event first.

Because flying Pokémon are vulnerable to Rock-type attacks, consider picking up a Geodude on Route 46 and training it until it reaches L11 and learns the Rock Throw move.

Battle Pokémon

Pidgey ♂ L7 (Normal/Flying)	Pidgeotto ♂ L9 (Normal/Flying)
Tackle	Tackle
Mud-Slap	Mud-Slap
——	Gust

Recommended Pokémon Type

Rock

Prizes

Zephyr Badge: This badge raises the Attack of all of your Pokémon and allows you to use HM05 (Flash) outside of Battle.

TM31 (Mud-Slap): This move, a favorite of Falkner's, works offensively and defensively at the same time by reducing your opponent's Accuracy while causing the damage of a normal attack.

Sprout Tower

Some say Sprout Tower was built around the swaying stem of a 100-foot-tall Bellsprout. Others claim the tower's central pillar sways because of the people training upstairs. In any case, Sprout Tower has long been a center for learning about Pokémon training. If you can make it to the very top, past the Trainers on the floors above, you'll win HM05 (Flash). You can complete this challenge any time before or after you take on Falkner in the Violet City Gym.

1 After you defeat the six Trainers on your way to the tower top, prepare for a surprise. Your Rival has beaten you and earned the Flash HM instead. One remains for you, but you must defeat the Elder Sage to get it. You can use Flash in battle to destroy the opponent Pokémon's Accuracy, but its main use is to illuminate dark caves!

	Morning	Day	Nite
Gastly			● L3-L6
Rattata	● L3-L6	● L3-L6	◆ L3-L5

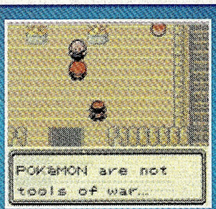
● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

TIP

Enter the Sprout Tower during the nite, and you'll find its hallways haunted by Gastly! These ghostly apparitions receive no damage from Normal attacks, so make sure you have at least one Pokémon with the moves it takes to defeat them!

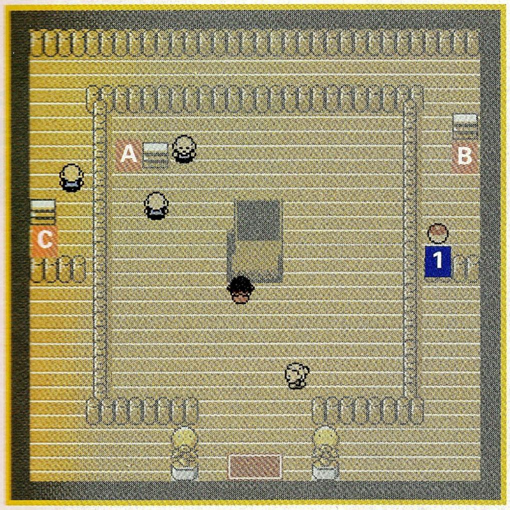
Items

1. Parlyz Heal
2. X Accuracy
3. HM05 (Flash)
4. Escape Rope
5. Potion

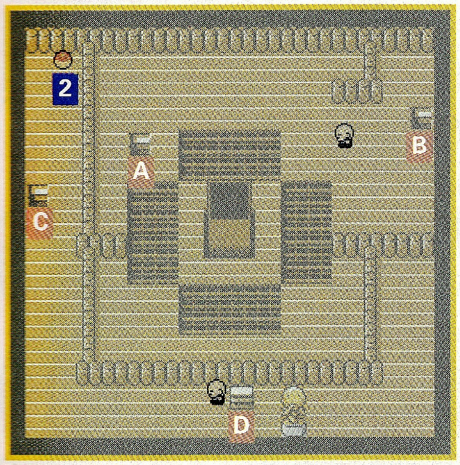

POKéMON are not tools of war...

Your Rival receives a scolding from the Elder. Can you do better?

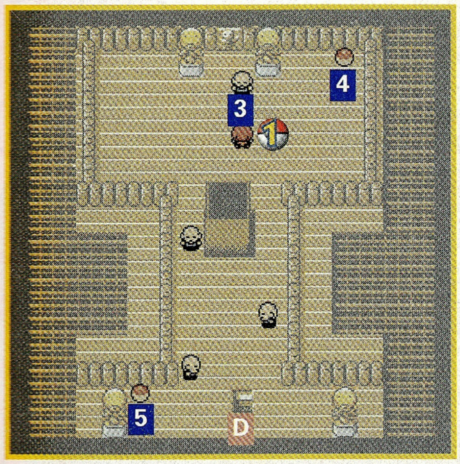
Floor 1F



Floor 2F



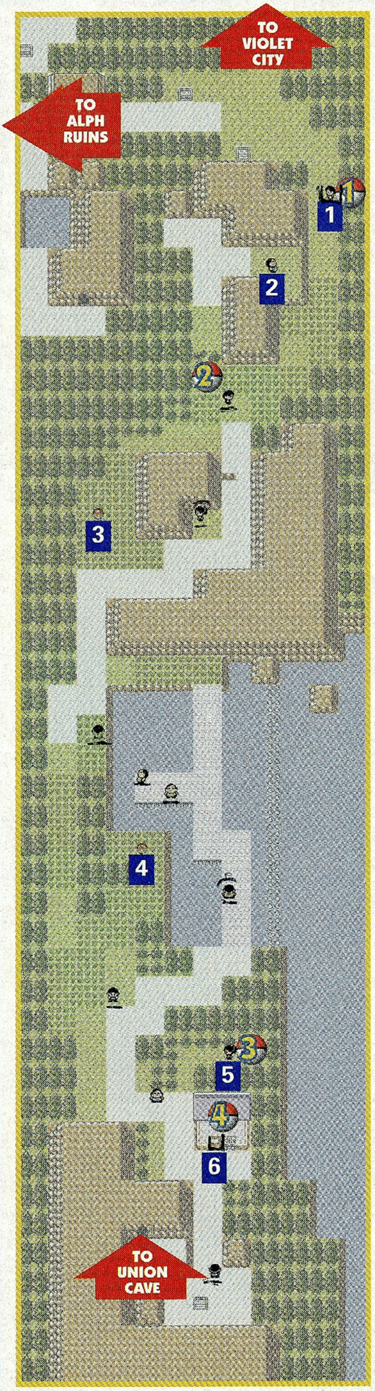
Floor 3F



NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Route 32



Route 32 is one of the game's busiest routes! Here you'll find many different Trainer and Wild Pokémon types. In addition to finding Pokémon in the grass, once you pick up the Old Rod at the Pokémon Center, you can start fishing!

1 The people of Violet City are so friendly! This gentleman stands at the entrance to Route 32 and gives out souvenirs of the city to passersby. Talk to him to receive a Miracle Seed. Attached to a Pokémon, this token boosts the strength of its Grass-type moves.

2 After you pick up HM01 (Cut), you can destroy the tree blocking your way to this young man. Talk to him to get TM05 (Roar) as a reward. This move forces even the strongest opponent to flee when you battle Pokémon in the wild. In Trainer Battles, this move forces Trainers to exchange the opponent Pokémon for another in their belts.

3 On Fridays, check out this wooded area for Frieda of Friday. Frieda is one of a group of seven siblings who hand out items on certain days of the week. When you talk with Frieda on a Friday, she'll give you a Poison Barb. This token, when attached to a Pokémon, strengthens the power of its Poison-type moves.

4 Talk to the Fisherman inside the Pokémon Center and tell him you're interested in one of his fishing rods. He'll give you an Old Rod you can use to fish for some of the less powerful Water Pokémon in the area.

5 When you exchange phone numbers with Fisherman Ralph, he'll call you when the Qwilfish are In-Season! During this period, you can catch these rare fish with even an Old Rod.

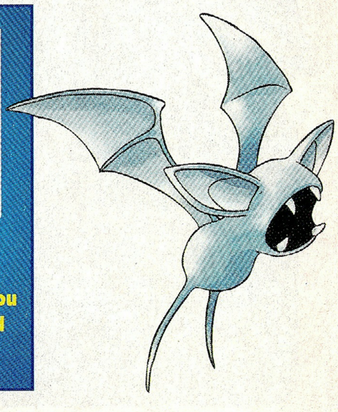
NOTE **Ask Liz and Ralph for their phone numbers after you defeat them.**

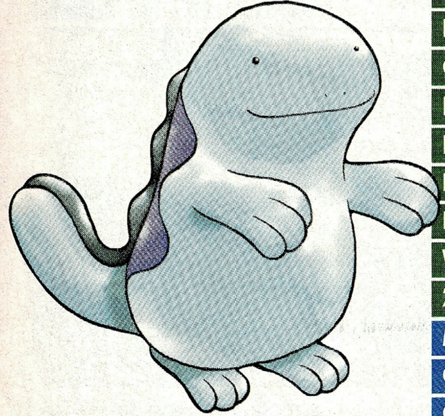
Items

1. Miracle Seed
2. TM05 (Roar)
3. Repel
4. Great Ball
5. Poison Barb (only on Fridays)
6. Old Rod

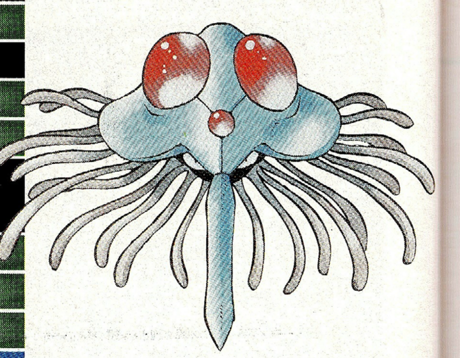
For you right now, just ₽1,000,000!

A Slowpoketail costs ₽1,000,000! That's outrageous. Wait until you get to Azalea Town and find out why.



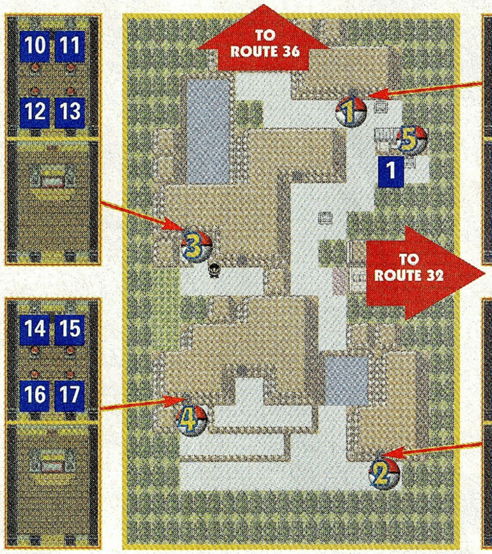


	Morning	Day	Nite
Bellsprout	◆ L7	◆ L7	◆ L7
Ekans	◆ L4	◆ L4	
Gastly			★ L7
Hoothoot			★ L7
Hoppip	◆ L6-L7	◆ L6-L7	
Pidgey	★ L7	★ L7	
Rattata	◆ L5	◆ L5	◆ L5
Wooper			◆ L4
Zubat			◆ L6
Magikarp	(O-L10; G-L20; S-L40)		
Quagsire	◆ L20-24		
Qwilfish	(S-L40 (Normal)); (O-L10; G-L20; S-L40 (In-Season))		
Tentacool	● L15-19 (O-L10; G-L20; S-L40)		
Tentacruel	◆ L20-24		

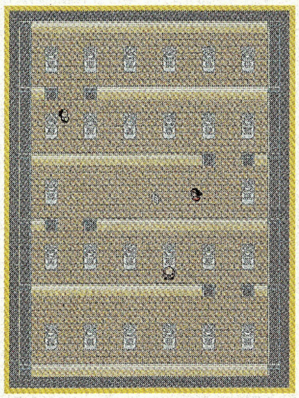


Ruins of Alph

A mysterious history is behind the Ruins of Alph. The runes on the walls indicate the presence of an ancient Pokémon type called an "Unown." To solve the riddle of the Unown, figure out the clues hidden in each of the four Mystery Stone Panel Chambers, then explore the rooms beyond.

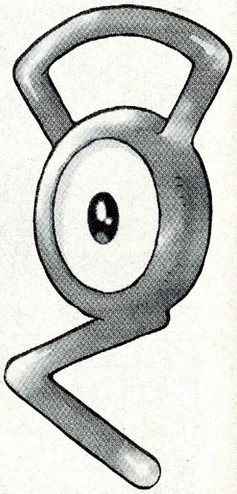


Ruins of Alph (Floor B1)



Items

1. Unowndex
2. Heal Powder
3. Energy Root
4. Berry
5. Psncureberry
6. Heal Powder
7. Energy Root
8. Gold Berry
9. Moon Stone
10. Stardust
11. Star Piece
12. Mysteryberry
13. Mystic Water
14. Revival Herb
15. Charcoal
16. Gold Berry
17. Mysteryberry



Complete the sliding-panel puzzles in the four Mystery Stone Panel Chambers around the ruins proper to solve the mysteries behind the ruins and the Unown.

1

Chamber #1

- Location: NE Stone Panel Chamber
- Panel Puzzle: Kabuto
- Hint: Escape
- Solution: Use an Escape Rope in the chamber
- Unown Released: A, B, C, D, E, F, G, H, I, J, K

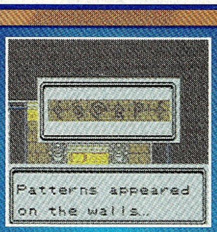
2

Chamber #2:

- Location: SE Stone Panel Chamber (use Surf to reach)
- Panel Puzzle: Aerodactyl
- Hint: Light
- Solution: Use the move Flash in the chamber
- Unown Released: S, T, U, V, W

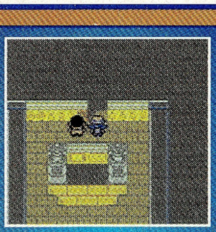
NOTE

In *Pokémon Crystal*, there's more to the Unown puzzle than you might remember from *Gold* and *Silver*. Researchers have found words written on the back wall of each of the four puzzle chambers. Solve the puzzle given by these enigmatic clues to open a door leading you to both a treasure room and a larger room with an inscription on the floor. Here is the solution to the clue in the first Mystery Stone Panel Chamber: Written on the wall in the back is the word "Escape," which is short for "Escape Rope." If you use an Escape Rope in the puzzle chamber (as the clue hints at), a door opens next to the inscription.



Patterns appeared on the walls.

The words on the wall hint at an action you must perform. In some rooms you have to use a certain item or move, but in others you have to attach a certain item to your lead Pokémon or catch a special Pokémon.



After you solve the puzzle, enter the treasure and inscription rooms to learn more about the secrets of the Unown.

3

Chamber #3

- Location: SW Stone Panel Chamber (through Union Cave)
- Panel Puzzle: Omanyte
- Hint: Water
- Solution: Attach the Mystic Water item to your lead Pokémon
- Unown Released: L, M, N, O, P, Q, R

4

Chamber #4:

- Location: NW Stone Panel Chamber (through Union Cave)
- Panel Puzzle: Ho-Oh
- Hint: Ho-Oh
- Solution: Capture Ho-Oh and place it at the head of your party
- Unown Released: X, Y, Z

5

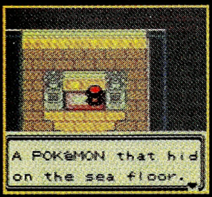
Solving a stone slab puzzle sends a new flood of Unown variations into the ruins. There are 26 types of Unowns, one for each letter of the alphabet (alphabet, Ruins of Alph—get it?). Your challenge is to collect one of each type. To help you, scientists in the Ruins of Alph Research Center will give you an upgrade to your PokéDex called the Unowndex—but only once you've captured three different Unowns. This upgrade allows you to keep track of all the Unown variations in the order you catch them. Remember! To catch all the Unowns, you first must solve all four of the Stone Panel puzzles.

UNOWN may be printed out.

After you complete the Unowndex, take it to the scientists and they'll allow you to hook it up to a Game Boy® Printer. Now you can print messages and stuff using the Unown font!

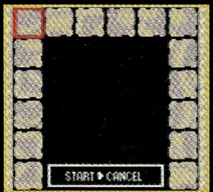
Solving the Stone Panel Puzzles

When you walk into a Mystery Stone Panel Chamber, you confront a huge stone slab with a sliding-panel puzzle on the left and a hint on the right. Read the hint to get an idea of what sort of picture you'll end up with if you succeed; then head left to start work on the puzzle. Each puzzle is a 4x4 grid with 16 pieces. When you solve a puzzle, something surprising happens.

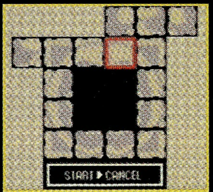


A POKéMON that hid on the sea floor.

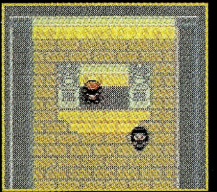
1. Read the tip for an idea of what to expect.



2. At the beginning, all the pieces are lined up around the puzzle's edge. Move the cursor over the piece you want and press Ⓐ. Press Ⓐ again to place the piece.



3. Once you find the corner and edge pieces, solving the rest of the puzzle is easier. The difficulty level increases with each puzzle.

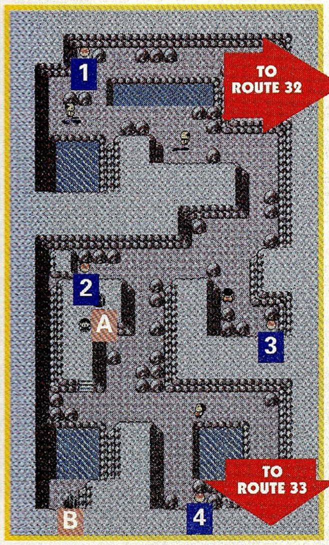


4. After you solve the puzzle, a panel falls away under your feet and you drop into the ruins. Do you feel a strange presence nearby?

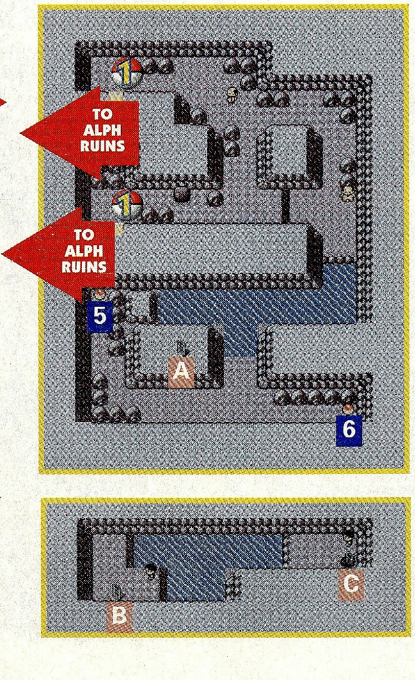
Union Cave

To reach Azalea Town and certain areas of the Ruins of Alph, you first must navigate the rocky tunnels of Union Cave. Talk to the Trainers you meet along the way to learn about a strange event that happens once a week. You must have the Surf move (HM03) before you can view it; thus, at the start of the game you can only imagine what you're missing.

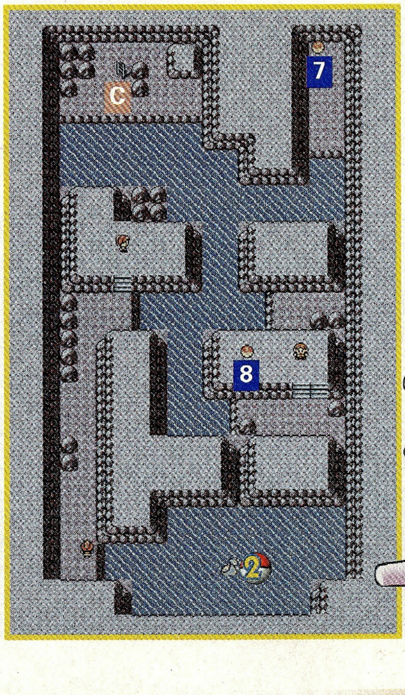
Floor 1F



Floor B1

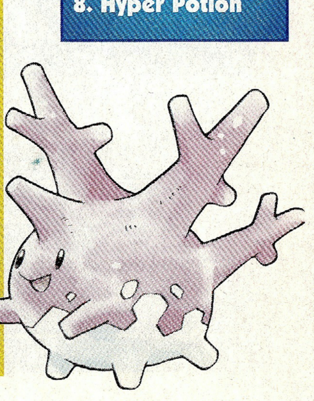


Floor B2



Items

1. Potion
2. X Attack
3. Great Ball
4. Awakening
5. TM39 (Swift)
6. X Defend
7. Elixir
8. Hyper Potion



1 Tunnels in Union Cave lead back to the Ruins of Alph—specifically, to the final two puzzles. You must solve these puzzles to capture and collect all the Unowns, so be sure to head back there once you have the HM03 (Surf).

2 Every Friday, a talkative Lapras swims around the pool at the bottom of Union Cave. This is the only Lapras in the game that you can catch, so take the necessary precautions (save before attacking, and stock up on Poké Balls!).

You can come nose to nose with a Lapras only on Fridays.

Floor 1F

	Morning	Day	Nite
Geodude	◆ L6	◆ L6	◆ L6
Onix	★ L6	★ L6	★ L6
Rattata	◆ L4	◆ L4	● L4, L6
Sandshrew	◆ L6	◆ L6	
Wooper			◆ L5
Zubat	◆ L5, L7	◆ L5, L7	★ L7
Goldeen	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Quagsire	● L15-24		
Seaking	(S-L40)		
Wooper	● L15-19		

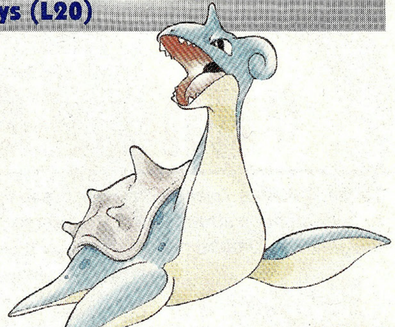
Floor B1

	Morning	Day	Nite
Geodude	◆ L8	◆ L8	◆ L8
Onix	◆ L8	◆ L8	◆ L8
Rattata	◆ L6, L8	◆ L6, L8	◆ L6, L8
Wooper			◆ L8
Zubat	● L6, L8	● L6, L8	◆ L6
Goldeen	(Old-L10; Good-L20; Super-L40)		
Magikarp	(Old-L10; Good-L20; Super-L40)		
Quagsire	● L15-24		
Seaking	(Super-L40)		
Wooper	● L15-19		

Floor B2

	Morning	Day	Nite
Geodude	★ L20	★ L20	★ L20
Golbat	◆ L22	◆ L22	◆ L22
Onix	★ L23	★ L23	★ L23
Quagsire			◆ L22
Raticate	◆ L21	◆ L21	◆ L21
Zubat	● L22	● L22	◆ L22
Corsola	(Good-L20; Super-L40)		
Kingler	(Super-L40)		
Krabby	(Old-L10; Good-L20; Super-L40)		
Magikarp	(Old-L10; Good-L20)		
Quagsire	◆ L20-24		
Staryu			(G-L20; S-L40)
Tentacool	● L15-19		
Tentacruel	◆ L20-24		
Lapras	Lapras appears once every week on Fridays (L20)		

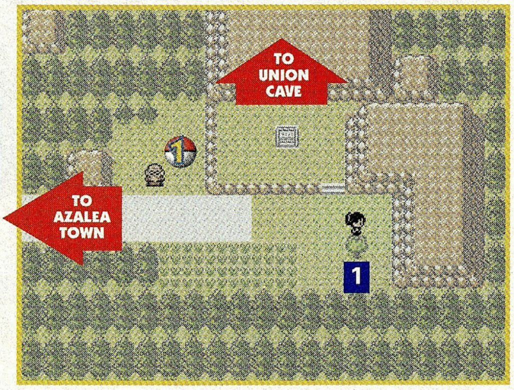
●	= Common	O	= Old
◆	= Normal	G	= Good
★	= Rare	S	= Super



Route 33

Route 33 is a short, quick, little Route between Union Cave and Azalea Town. There's not much here but a single Trainer and a tree that bears Psncureberries.

1 Sometimes you can learn interesting things from the Trainers you meet on the road. Take Anthony—if you give him your phone number, there's a chance that he'll call with some interesting news about a rare Pokémon that appears every so often in Dark Cave.



	Morning	Day	Nite
Ekans	★ L7	★ L7	
Geodude	◆ L6	◆ L6	◆ L6
Hoppip	◆ L6, L7	◆ L6, L7	
Rattata	◆ L6	◆ L6	● L6, L7
Spearow	◆ L6	◆ L6	
Zubat			● L6

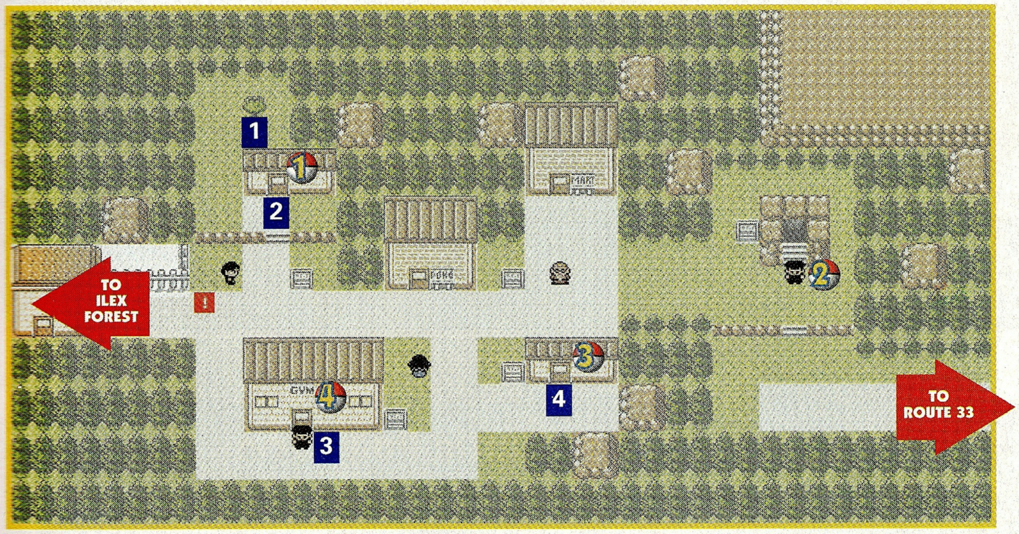
●	= Common	O	= Old
◆	= Normal	G	= Good
★	= Rare	S	= Super

Items

1. Psncureberry

Azalea Town

There's much excitement going on in this small town. It seems as though Team Rocket is up to their old tricks. You'll have to foil their latest dastardly deed before you can get on to the business of the Pokémon Gym Challenge! And then there's the matter of a missing apprentice....



Items

1. WHT Apricorn
2. Lure Ball
3. Hive Badge, TM49 (Fury Cutter)
4. Charcoal

Poké Mart

Charcoal	P9800
Poké Ball	P200
Potion	P300
Super Potion	P700
Escape Rope	P550
Repel	P350
Antidote	P100
Parlyz Heal	P200
Flower Mail	P50

1

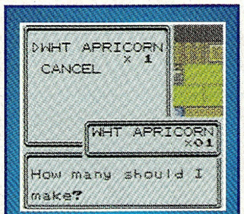
The people in the town are pretty glum about the disappearance of their beloved Slowpoke, but Kurt is the only one willing to do anything about it. In calmer times, Kurt is known for his customized Poké Balls. He takes hollowed-out Apricorns and fits them with special devices, turning them into super-effective Poké Balls for catching certain types of Pokémon. If you help him with the Slowpoke dilemma, he'll make some of these special Poké Balls for you, starting with a Lure Ball. Afterwards, all you have to do is bring him an Apricorn and after 24 hours have elapsed, he'll have completed another Poké Ball.

TIP

The color of the Apricorn corresponds to the type of Ball Kurt can make. For example, the WHT Apricorn tree behind Kurt's house is used to create Fast Balls. Here's a brief conversion table to help you decide which Apricorns to gather.

2

When you first arrive in Azalea Town, the entrance to Slowpoke Well is blocked by a suspicious character. When Kurt goes rushing off to help the Slowpoke, he takes care of the guard and you can follow him into the well. Wonder what's going on down there?



▷WHT APRICORN ×1
CANCEL

WHT APRICORN ×01

How many should I make?

When you want Kurt to make you a special Ball, just bring him an Apricorn!

APRICORN NAME	LOCATION	SPECIAL BALL
BLK Apricorn	Route 37	Heavy Ball
BLU Apricorn	Route 37	Lure Ball
GRN Apricorn	Route 42	Friend Ball
PNK Apricorn	Route 42	Love Ball
RED Apricorn	Route 37	Level Ball
WHT Apricorn	Azelea Town	Fast Ball
YLW Apricorn	Route 42	Moon Ball

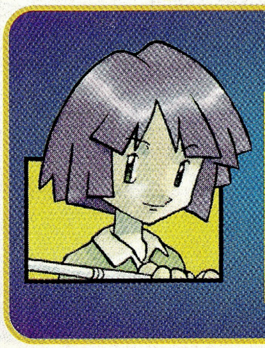
3

Once you take care of Team Rocket in the Slowpoke Well, head toward the Charcoal Kiln. The Charcoal Man is concerned that his Apprentice has been gone so long in the Ilex Forest. Is it laziness or is he lost? Go into the Ilex Forest and try to find out what's going on. Then, when the mystery is solved, return to the Charcoal Kiln to receive a reward from the Apprentice: a piece of Charcoal! Charcoal, when attached to a Pokémon, increases the strength of its Fire-type moves!

4

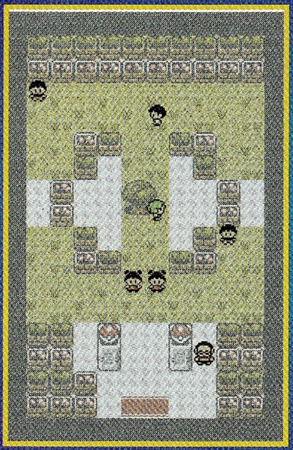
The other thing you can do once you've taken care of the problem in Slowpoke Well is take on Bugsy, the Leader of the Azalea Town Gym. Free the Slowpoke and your entrance is no longer barred. Be careful, though! Bugsy's Bug-themed Gym is full of hidden dangers! You will want to stock up on Antidote potions before you take them on.

Gym Leader Battle:
Bugsy of the Azalea Town Gym



Battle Pokémon

Metapod ♂ L14 (Bug)	Kakuna ♂ L14 (Bug/Poison)	Scyther ♂ L16 (Bug/Flying)
Tackle	Poison Sting	Quick Attack
String Shot	String Shot	Leer
Harden	Harden	Fury Cutter



Prizes

Hive Badge: Makes Pokémon up to L30 obey you and allows you to use HM01 (Cut) outside of battle.
TM49 (Fury Cutter): This move, a favorite of Bugsy's Scyther, increases in power every turn it is successfully used. The increase in strength stops when the attack misses.

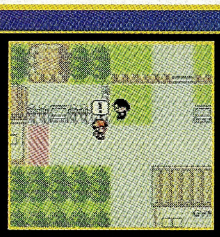
Recommended Pokémon Type

Fire • Rock • Water

In a nutshell, Bug-type Pokémon don't like fire, so if you have Quilava on your team you're all set! They also don't like the attacks of Flying- or Rock-type Pokémon, so if you've been training a Pidgey, Hoothoot, Geodude or Onix, you are also primed for this battle. Even a Croconaw-based team will have no problem with the Bug-theme of the Azalea Town Gym. Bayleef-based teams, on the other hand, have a bumpy road ahead of them since Bug Pokémon have a huge advantage over Grass Pokémon.

Psncureberries are a must in this Gym, since they will cure Poison without causing you to sacrifice an attack round. In the battle with Bugsy, this is especially important since you will want to bring out a Pokémon in full health when you go up against his Scyther. Bugsy's Scyther relies heavily upon the Fury Cutter attack and after a couple of rounds it has the strength to take a L20+ Bayleef out in a single blow. If you are concerned about your Pokémon's ability to take this monster out, you can easily change his attack plan with the use of any Paralysis-causing move or something that will decrease his Accuracy.

Rival Battle #2!



Watch your back when you go to enter the Ilex Forest. You don't want your rival to sneak up on you!

Battle Pokémon

Gastly	L12
Zubat	L14
Bayleef, Croconaw or Quilava (based on your Starting Pokémon)	L16

When you go to enter the Ilex Forest (any time after you complete the Slowpoke Well event), you'll quickly find your path blocked by your trash-talking Rival. He can't believe that you of all people managed to foil Team Rocket's Slowpoketail scheme, and he wants to see how strong you are now!

Of all of the Rival Battles in the game, this is probably the most critical. At this point in the game, you've both been collecting and training your Pokémon for awhile and this is the first battle where you'll get to see how compatible these teams are. In addition, this battle will make it clear that your opponent's Starting Pokémon has an advantage over your own. Namely, your Rival will always choose as his Starting Pokémon the one that is strongest against yours. As a result, it is a good idea to have another Pokémon waiting in the wings if things start to look bad (as in the case of his Quilava against your Bayleef). Consider bringing a complementary Pokémon into battle.

Slowpoke Well

The Slowpoke Well was originally called Rainmaker Well, but was renamed 400 years ago after a Slowpoke's yawn summoned a rainstorm that brought an end to a drought. Now, this well has been taken over by Team Rocket as the base of operations for their new business: Slowpoketails! These tasty treats are made by cutting the tails off of the loveable Slowpoke who live in the area, and now the human residents are getting concerned.

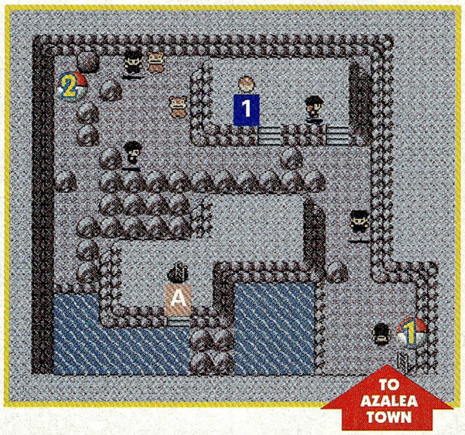
Items

1. Super Potion
2. King's Rock
3. TM18 (Rain Dance)

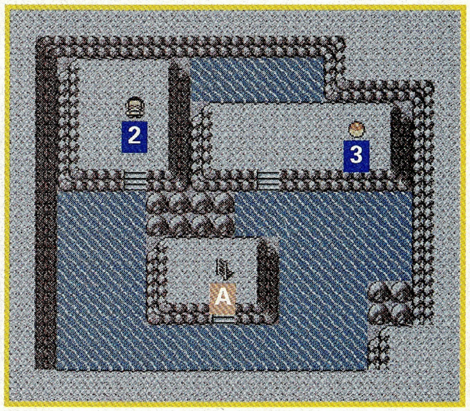
NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Floor 1F



Floor B2



1 To get into the Slowpoke Well you must first seek out Kurt in Azalea Town. He then chases the guards away before tumbling into the well and throwing out his back. Ouch! Now, it's your turn to take over and run Team Rocket out of town!

2 Once you get the ability to use both HM04 (Strength) and HM03 (Surf), return to the Slowpoke Well and venture down to the basement. You'll meet a Slowpoke researcher who has discovered that Slowpoke holding the King's Rock often get bitten by Shellder and evolve into Slowking! Take the King's Rock he gives you and try it out for yourself!

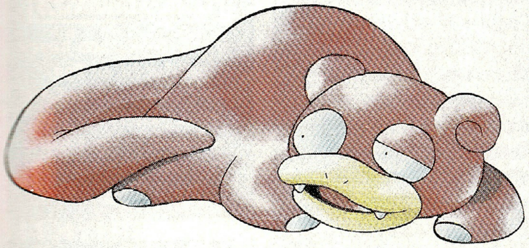
Floor 1F

	Morning	Day	Nite
Slowpoke	◆ L6, L8	◆ L6, L8	◆ L6, L8
Zubat	● L5-8	● L5-8	● L5-8
Goldeen	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	(S-L40)		
Slowpoke	● L10-24		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

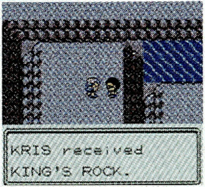
Floor B2

	Morning	Day	Nite
Golbat	★ L23	★ L23	★ L23
Slowpoke	◆ L21, L23	◆ L21, L23	◆ L21, L23
Zubat	● L19, 21, 23	● L19, 21, 23	● L19, 21, 23
Goldeen	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	(S-L40)		
Slowbro	◆ L20-24		
Slowpoke	● L15-24		



KURT: Hey there, KRIS!

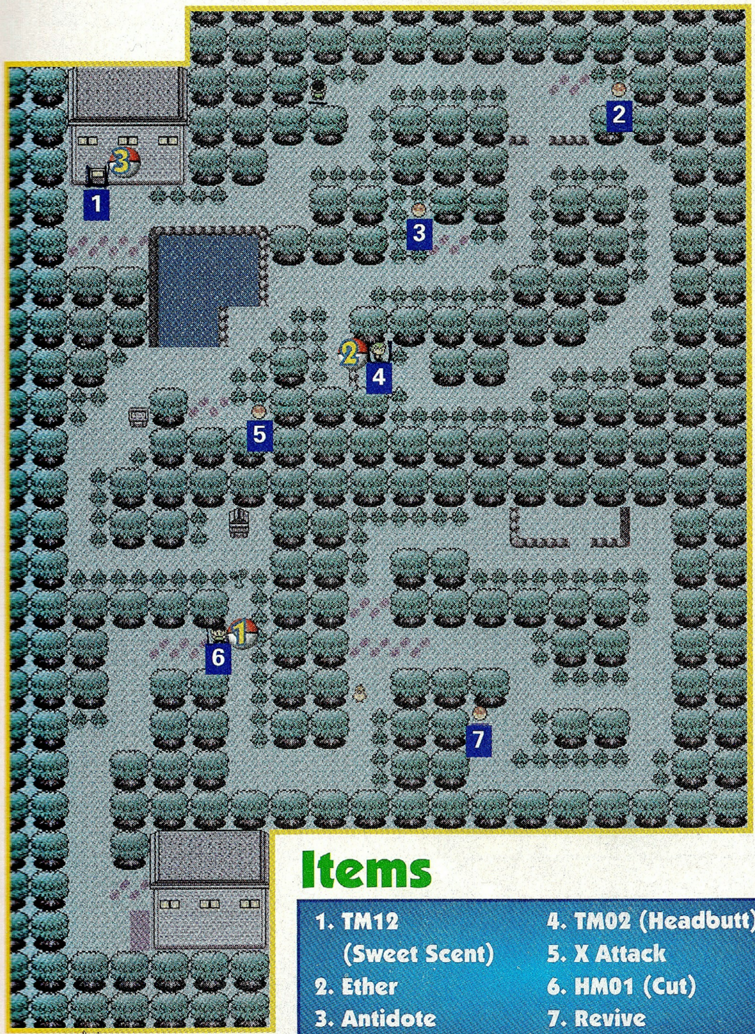
Kurt means well, but a terrible accident means that you have to shoulder the job of defeating Team Rocket and saving the Slowpoke!



KRIS received KING'S ROCK.

Attach the King's Rock to a Slowpoke of your own and see what happens when you trade it to a friend over a Game Link!

Ilex Forest



Ilex Forest is known for its size and frightening darkness. It is very easy to get lost in here! You'll need HM01 (Cut) in order to get to the end of the forest, so keep an eye out for the opportunity to earn that item!

1

The Charcoal Man's Apprentice (from Azalea Town) is in a frenzy. He's lost his master's FarFetch'd and is afraid to go too deep into the forest to find it. Chase the FarFetch'd around the forest until you get it back to where the Apprentice is waiting. The Charcoal Man will meet you there and reward you with HM01 (Cut). Once you teach Cut to one of your Pokémon, it will be able to cut down the small saplings that block the path to the northern part of the forest. In addition, you should return to the Charcoal Kiln to get a special reward from the Apprentice himself.

It's the missing POKéMON!

Chase the FarFetch'd back to its owners to get a great reward!

2

Be sure to pick up TM02 (Headbutt) from this guy as you make your way through the forest. This is one of a few "regular" moves that has both battle and field uses. In the field you can use it to shake the Pokémon out of the small triangular trees that grow in the shadow of the larger ones. The Pokémon who appear differ based on whether the tree is considered a "Mountain Tree" or a "Forest Tree." There are four Pokémon that can only be found in this way, so start headbutting those trees!

I'm shaking trees using HEADBUTT.

Shaking small trees (like the one next to the boy) is a lot of fun!

3

Talk to the Butterfree Trainer in the gatehouse and she'll give you TM12 (Sweet Scent). When you use this move outside of battle, it attracts Wild Pokémon to you.

Items

1. **TM12 (Sweet Scent)**
2. **Ether**
3. **Antidote**
4. **TM02 (Headbutt)**
5. **X Attack**
6. **HM01 (Cut)**
7. **Revive**

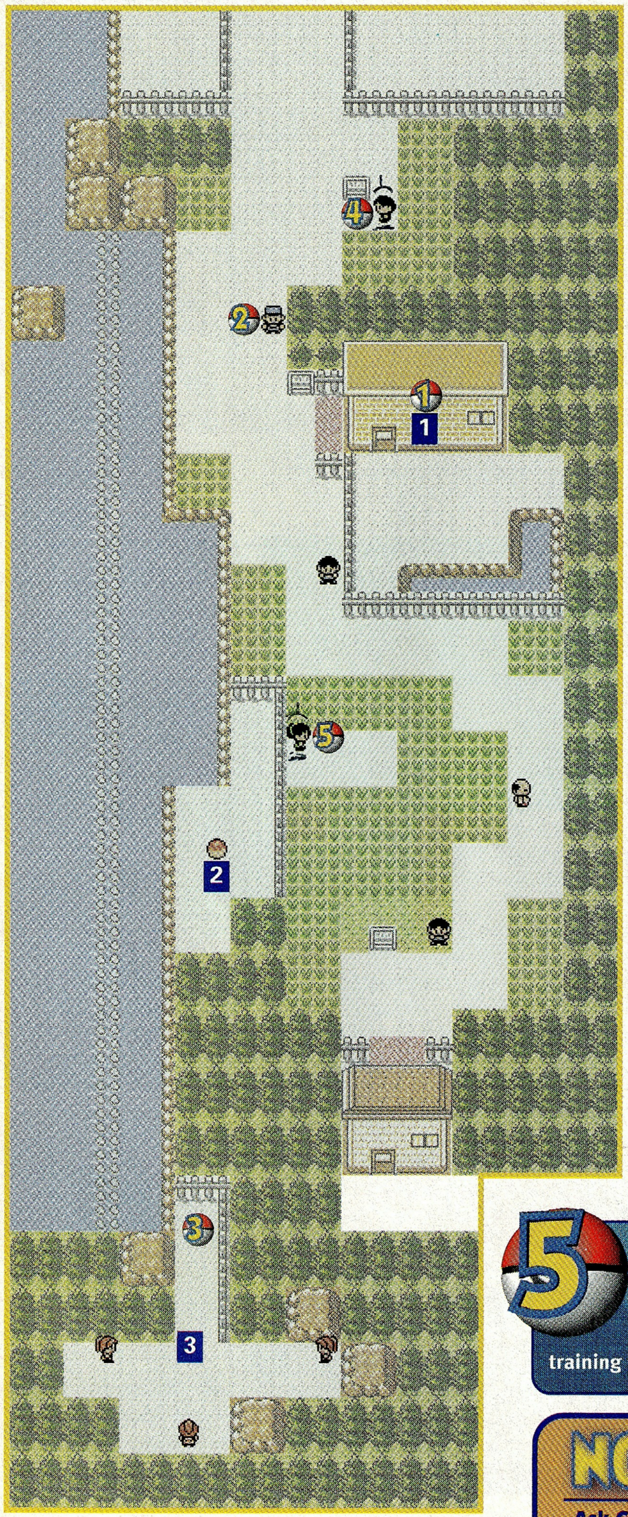
Needle
Caterpie
metapod
Kakuna
Paras

Pidgey

Psyduck
oddish

Route 34

This long stretch of road next to the sea is one that you will travel upon quite often, especially if you are in pursuit of all the baby Pokémon you can find! Route 34 is home to the Day-Care, a place run by an elderly couple with a knack for training Pokémon and letting surprising things happen. If the Day-Care doesn't interest you, then continue north to the metropolitan Goldenrod City, where many diversions await!



1

The Day Care on Route 34 serves a dual purpose. Its main goal is to train your Pokémon for you. You can leave up to two Pokémon with the couple who run the facility and, for a one-time fee of ₽100 plus ₽100 for every level the Pokémon grows, they will take care of and train your Pokémon while you continue adventuring.

However, if you leave behind two Pokémon of different genders who belong to compatible Egg Groups, there's a chance that something miraculous will happen by the time you return: A Pokémon Egg will be born! See "Pokémon Evolution" for more in-depth information about how to breed Pokémon.

By the way, to get you started the couple gives you an Odd Egg that was left behind when another trainer picked up his Pokémon. The type of Pokémon you get is randomly determined, but Dizzy Punch is one of the moves it will have upon hatching!

We were raising your POKéMON, and

If your Pokémon have produced an Egg, you'll find the Day-Care Man waiting for you outside in the yard. You can even see him from Route 34!

2

The Guard outside the Day-Care is on the lookout for trouble-makers. If you disturb him during the nite, there's a good chance that he will fight you instead!

OFFICER KEITH wants to battle!

Keith only fights Pokémon Battles at nite!

It's friendly with DROWZEE.

Only Pokémon who are interested in one another have a chance of producing a Pokémon Egg. Talk to them out in the yard to find out their feelings for one another.

3

Once you pick up HM03 (Surf) in Ecruteak City, be sure to explore Route 34 a little bit further. A trio of sisters have made a hidden alcove their secret training spot and they don't like intruders. If you win a battle against each one, they will give you the Soft Sand item. When you attach this to a Pokémon, it powers up its Ground-type moves!

4

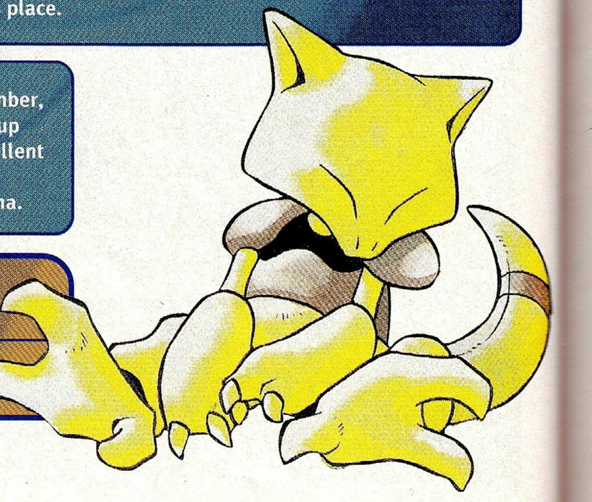
Camper Todd regularly visits the sales on the roof of Goldenrod City's Department Store. Give him your phone number, and he'll call you when the next one takes place.

5

Give Picnicker Gina your phone number, and she'll call you when she picks up an interesting Item. Gina is an excellent source of Leaf Stones! If you are training Bellsprout or Oddish, get to know Gina.

NOTE

Ask Gina and Todd for their phone numbers after you defeat them.



Items

1. Odd Egg
2. Nugget
3. Soft Sand

	Morning	Day	Nite
Abra	◆ L10	◆ L10	◆ L10
Ditto	★ L10	★ L10	★ L10
Drowzee			◆ L12
Hoothoot			◆ L12
Jigglypuff	★ L12	★ L12	★ L12
Pidgey	◆ L12	◆ L12	
Rattata	◆ L11	◆ L11	◆ L11
Snubbull	◆ L10	◆ L10	

	Morning	Day	Nite
Corsola	(G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Staryu			(G-L20; S-L40)
Tentacool	● L15-19		
Tentacruel	◆ L20-24		

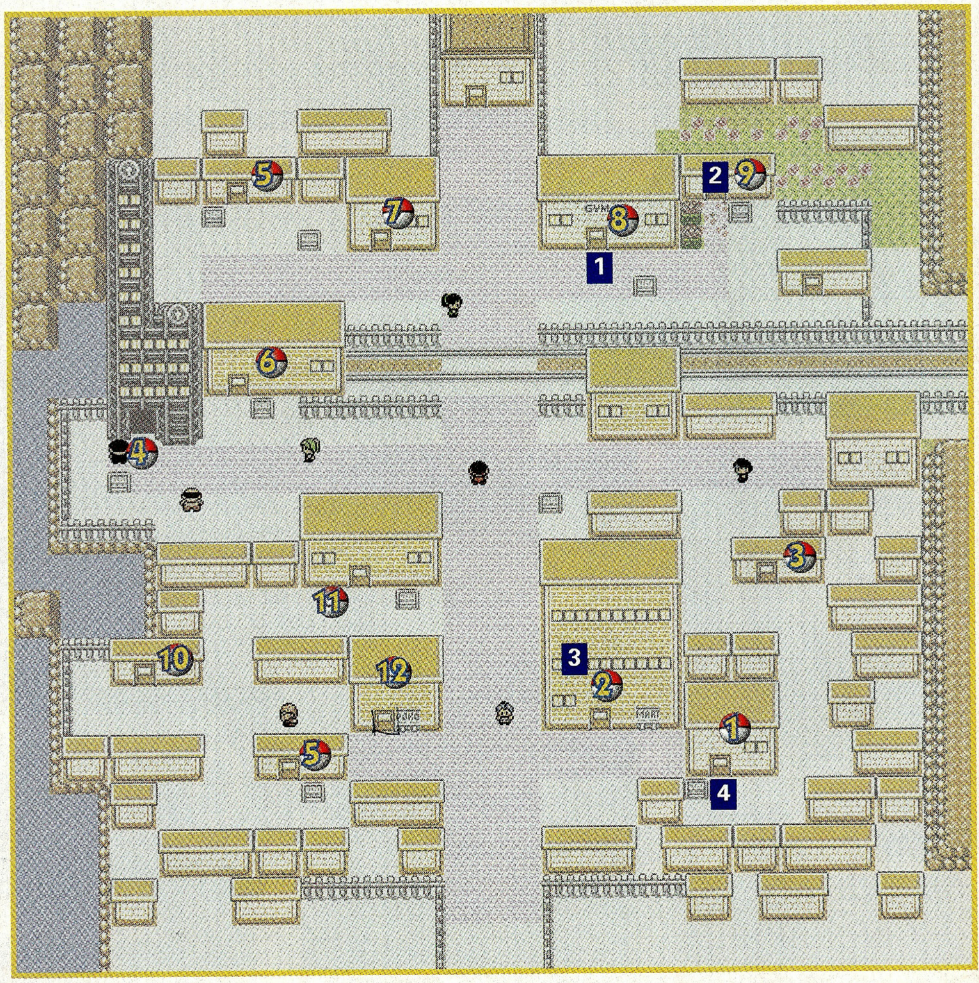
● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super

Goldenrod City

Goldenrod City is the jewel of the Johto crown! Situated next to the mountains and sea, Goldenrod City is a bustling metropolis that features the latest technologies: a Hi-tech Radio Tower and a blindingly fast Magnet Train that ferries travelers between Goldenrod City and Saffron City in Kanto. If that doesn't spark your interest, try out the new games in the Game Corner or go shopping in the Department Store!

Items

1. **Plain Badge; TM45 (Attract)**
2. **Squirtbottle**
3. **TM21 (Frustration); TM27 (Return); Gold Berry**
4. **Bicycle**



1 You will find your travels much easier if you heed this simple request: Get the Bicycle from the Bicycle Shop as soon as you enter Goldenrod City. The Bicycle Shop is having a problem, you see. Its out-of-the-way location makes it almost impossible for shoppers to find. To remedy this, the owners are willing to give you a Bicycle for free if you'll ride it around and advertise for the shop. This is a great deal for you and it will double your traveling speed!

2 The Goldenrod City Department Store is usually on the top of every Trainer's list when they visit Goldenrod City, and with good reason. This store has almost everything you could possibly need! The 5th Floor is especially important for travelers looking for freebies.

3 In this small house lives a woman with a special gift for determining how much your Pokémon like you. When you visit, she will judge the happiness of your lead Pokémon—the Pokémon who is first in your belt. There are six variations of Happiness from "It doesn't seem to like you at all. It looks mean." to "It looks really happy! It must really love you a lot." For more information about the Happiness factor see Chapter 3.

4 While you are in Goldenrod City, you must visit the Radio Tower to get your free Radio Card. Just answer the woman's questions correctly and this new PokéGear upgrade is yours!

5 There are entrances to the Goldenrod City Underground in the north and south parts of town. The Underground is a strange place, full of anxious Trainers, weird shops, and maze-like warehouses. Enter at your own risk, but do enter!

Goldenrod City Department Store

Floor 2F: Counter 1

Potion	P300
Super Potion	P700
Antidote	P100
Parlyz Heal	P200
Awakening	P250
Burn Heal	P250
Ice Heal	P250

Floor 2F: Counter 2

Poké Ball	P200
Great Ball	P600
Escape Rope	P550
Repel	P350
Revive	P1500
Full Heal	P600
Poké Doll	P1000
Flower Mail	P50

Floor 3F

X Speed	P350
X Special	P350
X Defend	P550
X Attack	P500
Dire Hit	P650
Guard Spec.	P700
X Accuracy	P950

Floor 4F

Protein	P9800
Iron	P9800
Carbos	P9800
Calcium	P9800
HP Up	P9800

Floor 5F

TM41 (Thunderpunch)	P3000
TM48 (Fire Punch)	P3000
TM33 (Ice Punch)	P3000
TM02 (Headbutt)	P2000*
TM08 (Rock Smash)	P1000*

* These TM's only appear once you've found them in the game.

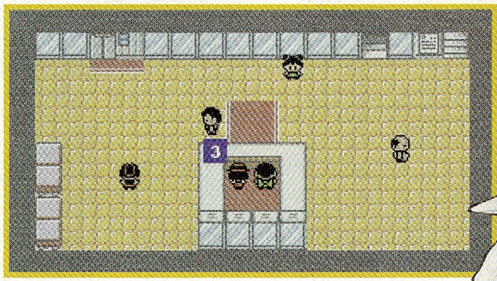
Floor 6F

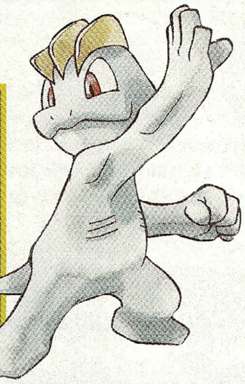
Fresh Water	P200
Soda Pop	P300
Lemonade	P350

Rooftop*

Hyper Potion	P1000
Full Restore	P2000
Full Heal	P500
Ultra Ball	P1000
Protein	P7800
Lemonade	P350

* Camper Todd on Route 34 will call you when this shop is open—if you've exchanged phone numbers with him!





6 Goldenrod City is home to a stop on the extremely fast, extremely hi-tech Magnet Train. This high-speed train shuttles passengers back and forth between Goldenrod City and Saffron City in Kanto. The only problem is that the train is running a bit behind schedule—in fact, one hasn't arrived in quite a while! Someone ought to go to Saffron City and find out what the holdup is!

MYSTERY GIFT.

First, find the little girl by the stairways and talk to her to activate the Mystery Gift function. This allows you to trade for gifts using the Game Boy® Color's IR-Device.

Do you have ABRA?

If you have an extra Abra, trade it to this man for a Machop. Then, talk to him again to get a Gold Berry!

You should teach it good TM moves.

On Sundays a woman comes to the Department Store to give away TMs to trainers. Look for her behind the counter on the 5th Floor and see what you get. This woman will give you one of two TMs based on your lead Pokémon's affection rating. If it really likes you, she'll give you TM27 (Return). If you show her a Pokémon that hates you, you'll get TM21 (Frustration). If you show her a Pokémon that doesn't feel strongly one way or another, you'll get nothing. If you are unsure of how your lead Pokémon feels, take it to the nearby Happiness Rater.

7 To the north of the Magnet Train is the home of the Name Rater. If you are unhappy about the nicknames you've given to your Pokémon, you can talk to him and he'll help you change them. The only catch is that you cannot change the names of Pokémon you've received in a trade!

8 The Goldenrod City Gym lies in the northeast corner of this large city and is run by Gym Leader Whitney. Whitney and her girlfriends are all into cute Normal-type Pokémon like Clefairy, Jigglypuff, and Snubbull. If you can defeat her, you'll win the admiration of all of the city's residents.

9 Next door to the Gym is a Flower Shop whose owners have seen the strangest thing on Route 36. A tree is blocking the way and when you water it, it jumps! Find the owner's sister by the "tree" on Route 36, and when you return to the shop with the Plain Badge in hand, the girls give you a Squirtbottle full of water. Now you can play with the tree.

10 Bill, the Pokémaniac responsible for the Pokémon Storage System, has family here in Goldenrod City. When you run into him in Ecruteak City's Pokémon Center, follow him back to their home and talk to him. Not only can you get his Phone Number, he'll also give you an Eevee!

	Morning	Day	Nite
Abra	Purchase/100 coins		
Cubone	Purchase/800 coins		
Eevee	After meeting up with Bill at the Pokémon Center in Ecruteak City, get this from Bill at his home (L20)		
Machop	Trade an Abra for this with the boy on the 5th floor of the Dept. Store		
Wobbuffet	Purchase/1,500 coins		

11

After you defeat the Elite Four at Indigo Plateau and complete the Johto side of the game, return to Goldenrod City on a Wednesday or Saturday to find a man hanging around outside the Game Corner. This guy teaches Pokémon the "hard-to-learn" moves Flamethrower, Ice Beam, and Thunderbolt for 4000 Coins. Check him out if you get lucky at the slot machines!

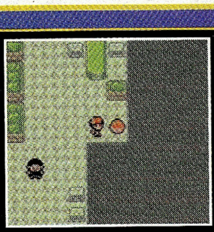
12

Inside the Pokémon Center, you'll find a mother looking for Eon Mail for her child. Give her any Eon Mail you have and she'll give you a Revive. If you have a Pokémon Pikachu™ 2 GS (Eon Mail is only a 1 Watt trade!), this is a great way to get free Revives!!!

The Games of the Game Corner

If you spent a lot of time in the Celadon City Game Corner in *Pokémon Red*, *Blue*, and *Yellow*, then you will be pleased with the improvements made over the past several years. First of all, to play on the machines here, you need to get the Coin Case that a gambler discarded in the Underground Passage.

Next, you need to get some Coins. At the counter in the back of the Game Corner, you can exchange your money for Coins. You can get 50 Coins for P1000 or 500 Coins for P10,000. Once you have Coins in your Coin Case, you can play either the Slot Machines or the Card Flip machines. Be sure to move from machine to machine until you find the one that offers you the best odds of winning. And don't be surprised if the machine tries to help you cheat....



There's that man's Coin Case!

Slot Machines

The Slot Machines haven't changed very much since the days of *Pokémon Red*, *Blue*, and *Yellow*. You can bet anything from 1 to 3 Coins, depending upon how much you have to spend and how many ways you want to win. The more you spend, the more ways you can win. If you bet a single coin, you must match three in a row in the center row in order to win. Spend 2 Coins and you will win if you match three in a row in any of the three rows. With 3 coins, you expand your winning possibilities to three in a row diagonally in addition to any of the three rows for a total of 5 possible ways to win.

NOTE

The more money you spend, the better your chances of winning. The meter on the left side of your Game Boy screen shows the number of coins spent, while the color-coded lines show how your winning possibilities grow.

The prize money given out for the Slot Machine is as follows:

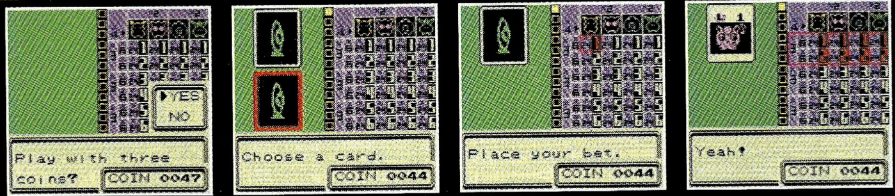
Cherry x3	**P6**
Pikachu x3	**P8**
Squirtle x3	**P10**
Staryu x3	**P15**
Poké Ball x3	**P50**
777	**P300**

Card Flip

Card Flip is a new addition to the Game Corners. The Card Flip machines are found on the right side of the Game Corner and, depending upon who you ask, are considered easier to win big on (especially if you have good psychic powers!).

The game is played with a deck of 24 cards made up of four suits (Pikachu, Jigglypuff, Poliwag, and Oddish), each numbered from 1 to 6. The deck is shuffled once at the start of a session, which is equal to up to 12 rounds of play (you can quit at any time). At the start of a round, two cards are dealt face-down onto the table and you must pick one of the two (the second is discarded).

The interesting thing about Card Flip is that you set the odds, and the amount you can win, with your bet. You can choose to bet on the exact suite and number of the card for the maximum reward (i.e. Pikachu 1) or you can bet by suite (i.e., Pikachu), by two suites (i.e., Pikachu and Jigglypuff), by a single number (i.e., 1 of any suite) or by two numbers (i.e., 1 and 2 of any suite). The amount you win is shown on the perimeter of the game board and reflects the odds of your choice. If you choose to bet on the exact suite and number of the card (which has the lowest odds of winning), you will win 24 times your bet (i.e. 72 Coins). In comparison, choosing to bet on 2 suites (which gives you the highest odds of winning) only pays out 2 times your wager (i.e. 6 Coins) if you win.



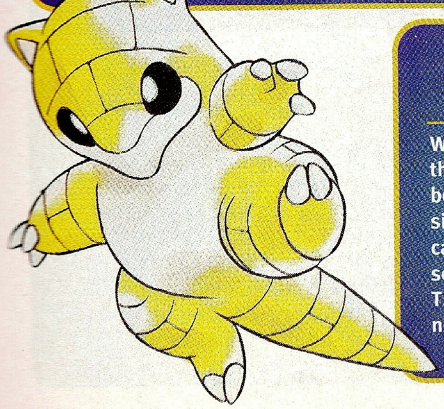
Play with three coins? COIN 0047

Choose a card. COIN 0044

Place your bet. COIN 0044

Yeah! COIN 0044

1) The cards are shuffled and your money taken. 2) Choose a card from the two dealt. 3) Place your bet. 4) Player wins 9 Coins!

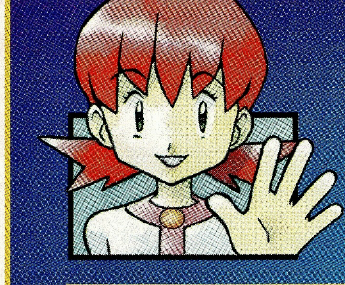


The Rewards of Winning

When you are through playing on the machines, talk to the women behind the counter on the right side of the Game Corner and you can exchange your winnings for some fabulous prizes! They have TMs and Pokémon that you may not be able to get anywhere else.

Item	Coins
TM25 (Thunder)	5500 Coins
TM14 (Blizzard)	5500 Coins
TM38 (Fire Blast)	5500 Coins
Abra	100 Coins
Cubone	800 Coins
Wobbuffet	1500 Coins

Gym Leader Battle: Whitney of the Goldenrod City Gym



Battle Pokémon

Clefairy ♀ L18 (Normal)	Miltank ♀ L20 (Normal)
Doubleslap	Rollout
Mimic	Attract
Encore	Stomp
Metronome	Milk Drink

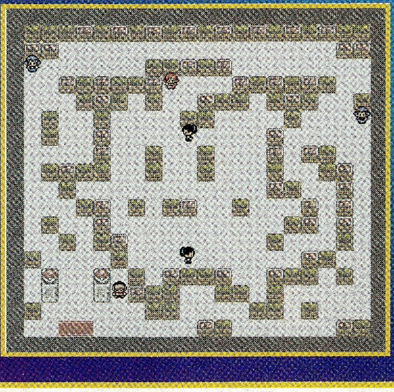
Recommended Pokémon Type

Fighting
Rock

Prizes

Plain Badge: Boosts all of your Pokémon's Speed and allows you to use HM04 (Strength) outside of battle.

TM45 (Attract): Causes opponent Pokémon of the opposite gender to fall in love with the casting Pokémon. Pokémon in love fail to attack 50% of the time!



Whitney's Miltank is the Pokémon to watch out for here, especially if you have a lot of male Pokémon in your team! Miltank's preferred method of attack against men is to charm them with Attract (causing your Pokémon to fall in love with her and refuse to attack 50% of the time), then pummel them with Rollout. Rollout is a lot like the Fury Cutter move that Bugsy's Scyther used. It increases in strength with each successful hit, so the best way to defeat it is to increase the chances that it will fail. Ideally, the best Pokémon to use against the Miltank is one who can defeat both Attract and Rollout: a female Machop, perhaps, or just a female Pokémon with the move Flash or any Confusion-, Paralyze-, or Sleep-inducing move.

Defeating Whitney makes her cry, so talk to her friend Bridget until she gets herself back together. Then, (and don't forget to do this!) talk to her a second time and get the Plain Badge and TM45 (Attract) from her. It is very easy to skip this step and leave the Gym without the Badge that you've fought so hard for.

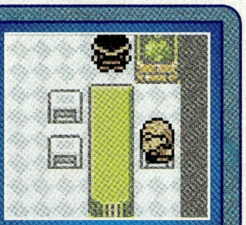
Goldenrod City Underground

SUN. MON. TUES. WED. THURS. FRI. SAT.

The Underground in Goldenrod City is home to a variety of events. It is here that you will find the storerooms of the Department Store, lineups of battle-hungry trainers, and a couple of special shops. Don't overlook this unusual area when exploring Goldenrod City.

1

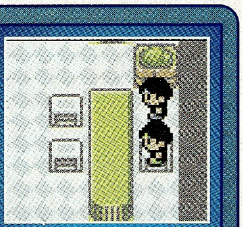
The Underground is home to several small shops that only appear on certain days and at certain times. The Bargains Shop sells strange curios that may or may not interest you. This shop is open every Monday morning from 4 to 9 am.



The Bargains Shop: Monday Mornings from 4 to 9am.

2

The Haircut Brothers run a small Pokémon Salon in the Underground which is open 6 days a week (Tuesday through Sunday). The younger brother is still refining his skills and works on Sunday, Wednesday, and Friday. Because he's not that skilled yet, he only charges P300 to beautify a Pokémon of your choice. The older brother is a wonderful stylist and charges P500 for a haircut when he works on Tuesday, Thursday and Saturday. Haircuts make your Pokémon feel good about themselves and about having you for an owner. The only problem is that you can only give one of your Pokémon a haircut each day that the store is open. Bummer!



The Pokémon Salon: Open Tuesday through Sunday, 24 hours a day

Bargains Shop

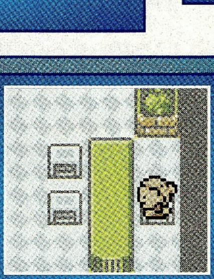
Nugget	P4500	Stardust	P900
Pearl	P650	Star Piece	P4600
Big Pearl	P3500		

Pokémon Salon

Older Haircut Brother	P500	Younger Haircut Brother	P300

3

The old woman that runs the Herb Shop is infamous for her bitter-tasting remedies. Buy and use them with care because your Pokémon hate the way they taste and may hate you for giving them to them! The Herb Shop is open on Saturdays and Sundays.



The Herb Shop: Open Saturday and Sunday, 24 hours a day

Herb Shop

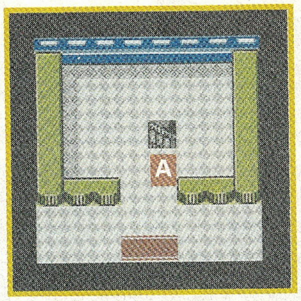
Energypowder	P500
Energy Root	P800
Heal Powder	P450
Revival Herb	P2800

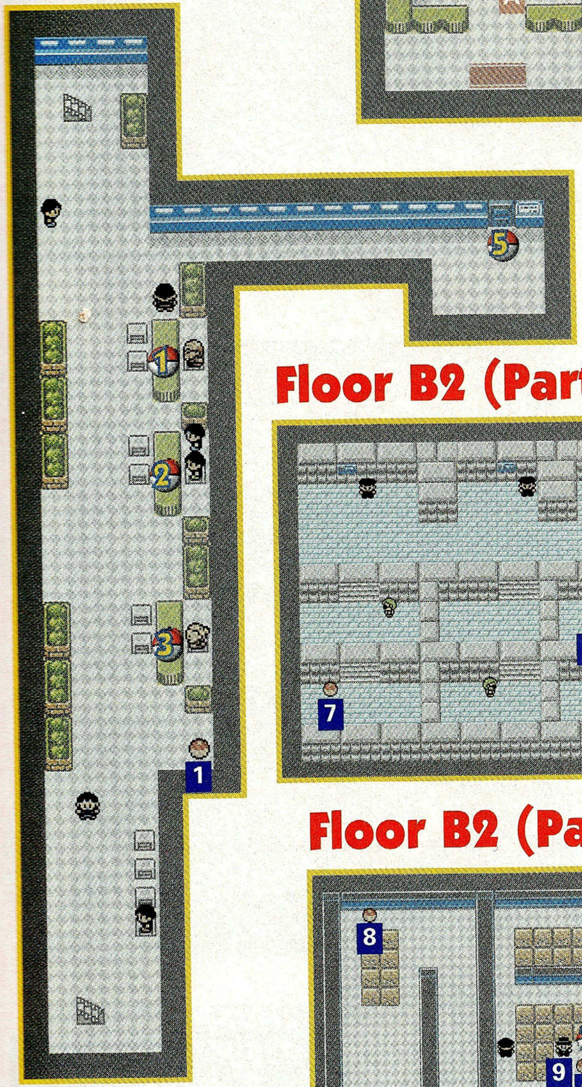
4

If you take the Department Store elevator down to the basement (Floor B1), you'll find the employees there hard at work moving the stock around. They don't seem to mind if you pick up the stuff that's lying around on the floor. Every time you return you'll find new openings and new items to take. Three trips is all you'll need to clear out the warehouse!

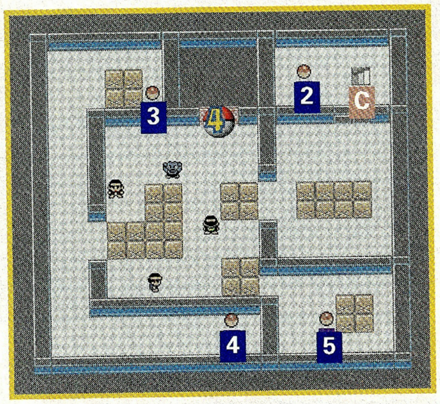
JOHTO REGION: Goldenrod City Underground

The Underground Passage





Floor B1: Department Store Basement

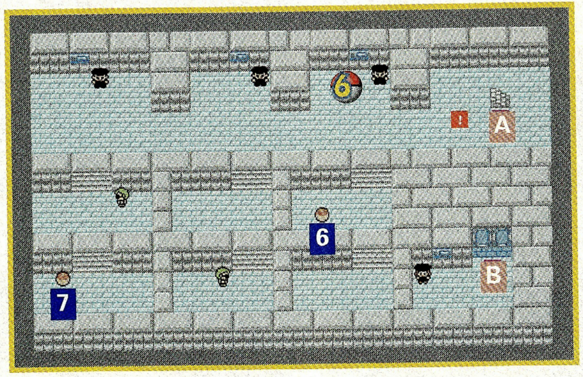


Items

1. Coin Case
2. Amulet Coin
3. Burn Heal
4. Ether
5. Ultra Ball
6. Full Heal
7. Smoke Ball
8. Ultra Ball
9. Card Key
10. TM35 (Sleep Talk)
11. Max Ether

NOTE Match the lettered boxes on the maps to see where a staircase or transporter will lead.

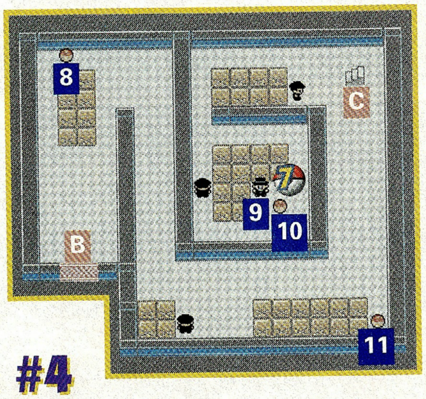
Floor B2 (Part One)



5 To open the door here you need the Basement Key. You can get this item later in the game, after Team Rocket's taken over the Radio Tower. Just corner the Imposter Director and he'll hand it over!

6 The switch puzzle in this section of the Underground is pretty tricky to figure out on your own. However, once you defeat the Team Rocket Grunts, they'll tell you everything you need to know. The order to flip the switches is the opposite of the order in which you encounter them. In other words, turn them on in the following order: Switch 3 → Switch 2 → Switch 1. After you get through the shuttered rooms, turn on the Emergency Switch to pass to the next room!

Floor B2 (Part Two)



7 In the middle of this warehouse, you'll find the Director of the Radio Tower. Set him free and he'll reward you with the Card Key that you need to open up the right side of the Radio Tower. You can now finish running Team Rocket out of town! However, before you run back to the Radio Tower, take the stairs at Point B to the basement of the Department Store. You can pick up the Amulet Coin, a wonderful token which doubles the amount of money you receive in Trainer Battles. Just attach it to a Pokémon and be sure to use it in battle!

Rival Battle #4

After that crushing defeat at Lance's hands, the last thing you'd expect is for your Rival to show up here while you are trying to rid Goldenrod City of Team Rocket. But you have to admire his persistence. Before you can rescue the Director, you are going to have to defeat your Rival once again.

Hold it!

It seems that your Rival is now stalking you. After three losses, you'd think he'd get a clue!

Battle Pokémon

Golbat	L30	Sneasel	L32
Magnemite	L28	Meganium, Typhlosion, or Feraligatr	L32
Haunter	L30		

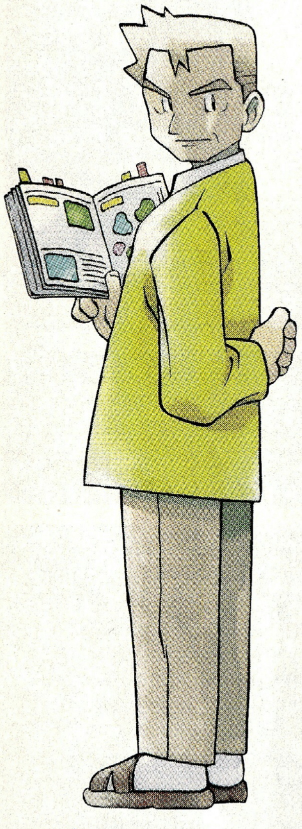
At this point in the game, with 7 Badges in your possession, you should be able to defeat your Rival without much thought. This time around his posse has grown from four Pokémon to five with the addition of the Dark/Ice Pokémon, Sneasel. Recommended move-types to use against his group include Electric, Fighting, Fire, and Psychic; all moves which your well-balanced team should have in their possession. If not, you'll just have to rely on brute strength and, since your Rival's Pokémon aren't much stronger than any of the Gym Leaders' you've defeated lately, you should have the advantage there.

Radio Tower

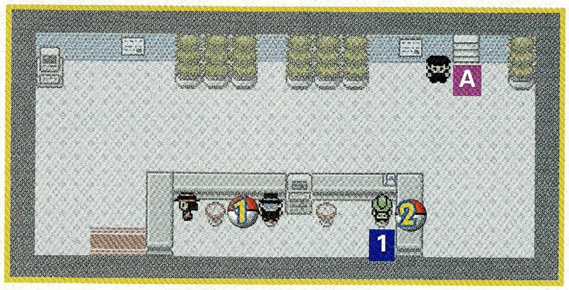
Goldenrod City's Radio Tower is home to many of Johto's most beloved radio shows. If you are a big fan of "Prof. Oak's Pokémon Talk" or the "Lucky Number Channel," you will definitely want to check this place out. Don't have a Radio Card? You can pick one up from the front desk if you can correctly answer the questions in their special quiz campaign. It's a shame, though, that access to the recording studios is restricted. I wonder what's going on with the Director?

NOTE

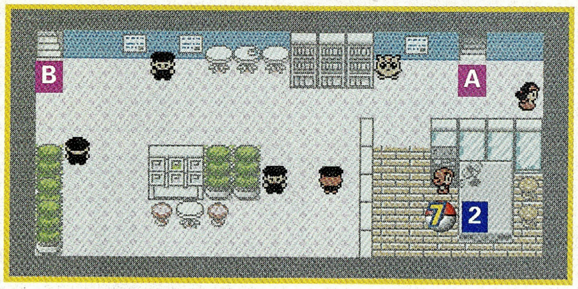
Match the lettered boxes on the maps to see where a staircase or transporter will lead.



Floor 1F



Floor 2F



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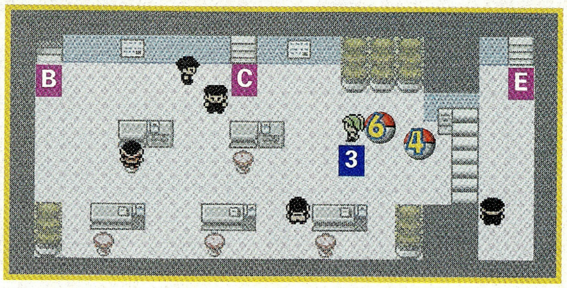

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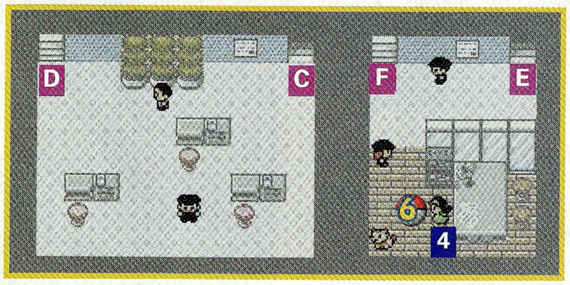

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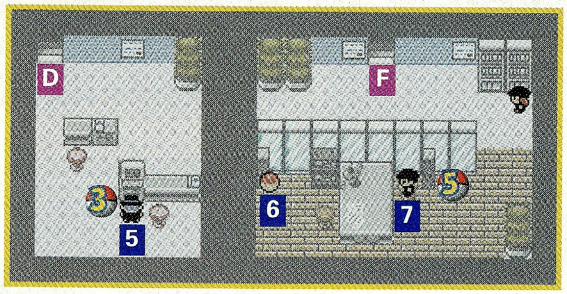


Items

1. Radio Card
2. Blue Card
3. TM11 (Sunny Day)
4. Pink Bow
5. Basement Key
6. Ultra Ball
7. Clear Bell

1 Every Friday, the "Lucky Number Channel" announces their new Lucky ID Number on the air. If you happen to be in the area, you should stop by the front desk and have the person there check to see if any of your Pokémon's ID Numbers match the one chosen. If two of the numbers match, you win a PP Up. Match three and you get an Exp. Share. If all 5 digits match the week's Lucky Numbers, you win the ultimate prize: a Master Ball! Be sure to trade Pokémon with a lot of people in order to increase your chances of winning one of the prizes.

2 During your first trip to the Radio Tower, be sure to take the quiz challenge offered by the woman at the front desk. The questions aren't that hard and you can re-enter as often as it takes to win the Radio Card.

3 Once you win your 7th Badge, you'll get a disturbing call about the status of the Radio Tower. It seems that Team Rocket has decided to take it over and is broadcasting an all-points bulletin to their missing leader, Giovanni. After the mess at the Lake of Rage, you will certainly want to put an end to their occupation in Goldenrod City. The first step in this quest is to find the Director. Unfortunately, he's not in his office as you were told. An Imposter is sitting at his desk instead! Corner him and find out where Team Rocket is holding the Director.

4 After you free the Director from his cell in the Underground, you can open this locked door with the Card Key he gives you as a reward. Just think! Only five more Trainer battles until the Radio Tower and Goldenrod City are free again!

5 Your final battle against Team Rocket is against one of their top Executives. Defeat him and the Director will return with an invaluable prize: the Clear Bell. This item is used to summon Suicune at the Tin Tower in Ecruteak City. Use it well!

6 As you make your way back down the Radio Tower, be sure to talk to the employees that you saved from Team Rocket. Most of them will give you a reward for your bravery.

7 There's something new in the Radio Tower. On the second floor is a new DJ named Buena. Buena runs the Password Show, which airs every night from 6 to midnight. On her show she gives you a password. Bring it to her to get a point on your Blue Card (which she gives you free for asking). Talk to her assistant after you collect a few points to redeem your points for great prizes!

Redeemable Prizes

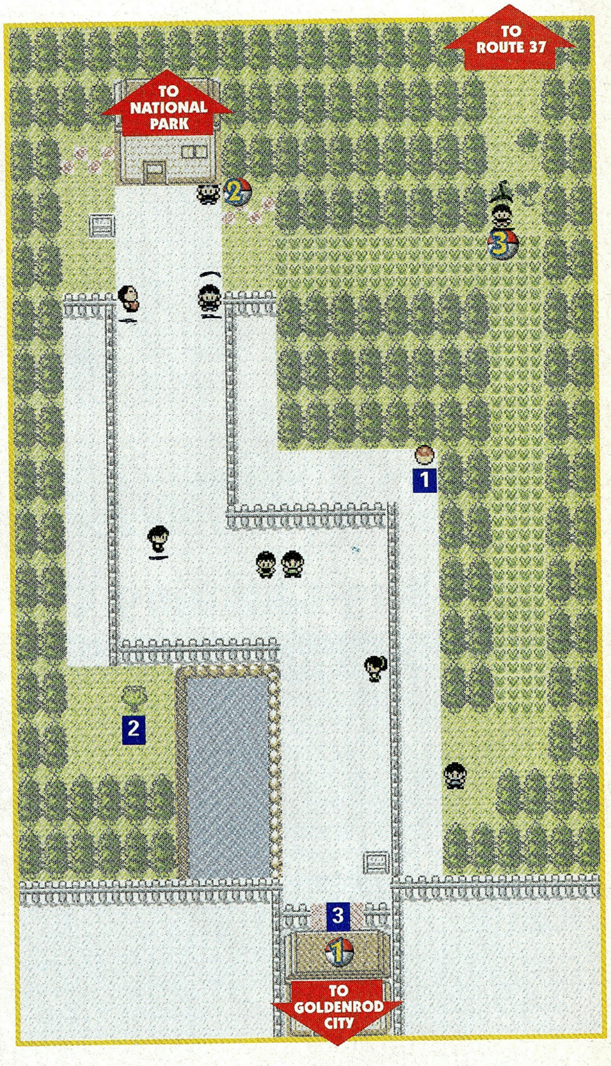
Ultra Ball	2 Points	Iron	5 Points
Full Restore	2 Points	Carbos	5 Points
Nugget	3 Points	Calcium	5 Points
Rare Candy	3 Points	HP UP	5 Points
Protein	5 Points		

NOTE

As the game progresses, you'll notice more and more Team Rocket members congregating in Goldenrod City. After they take over the Radio Tower, all activity in the rest of the city comes to a halt as their reinforcements block streets and access to many of your favorite venues. Once you foil this latest scheme, Goldenrod City will return to normal.

Route 35

Route 35 lies north of Goldenrod City and leads to the restful National Park, home of Relaxation Square and the Bug-Catching Contest. It's a pretty short road, but it's lined with Trainers waiting to challenge you. If you're having problems defeating Whitney at the Goldenrod City Gym, this is a good place to level up your Pokémon.



1 Talk to the attendant in the Goldenrod City–Route 35 gatehouse and he'll ask you to deliver a message to his sleepy friend on Route 31, just outside Violet City. You must have room in your active party for the messenger Pokémon he gives you. After you deliver the message to his friend, you'll receive TM50 (Nightmare) from him as a reward. The next time you're in the gatehouse, let the attendant know your delivery was successful to get HP Up, as well.

Can you do a guy a favor?

Go ahead, do this favor! The rewards are well worth it!

2 When you talk to this Guard at nite, he'll challenge you to a battle. Watch out for his "Roar-ing" Growlithe!

3 When you exchange phone numbers with Bug Catcher Arnie, you will get a call when Yanma come into season.

	Morning	Day	Nite
Abra	◆ L10	◆ L10	◆ L10
Ditto	★ L10	★ L10	★ L10
Drowzee			◆ L12
Growlithe	◆ L13	◆ L13	
Hoothoot			◆ L14
Jigglypuff	★ L12	★ L12	★ L12
Nidoran ♀	◆ L12 (In-Season)		
Nidoran ♂	◆ L12 (In-Season)		
Pidgey	◆ L14	◆ L14	
Psyduck			◆ L13
Snubbull	◆ L12	◆ L12	
Yanma	★ L12 (Normal); ◆ L12, L14 (In-Season)		
Golduck	◆ L20-24		
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	(O-L10; G-L20; S-L40)		
Psyduck	● L15-24		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

NOTE

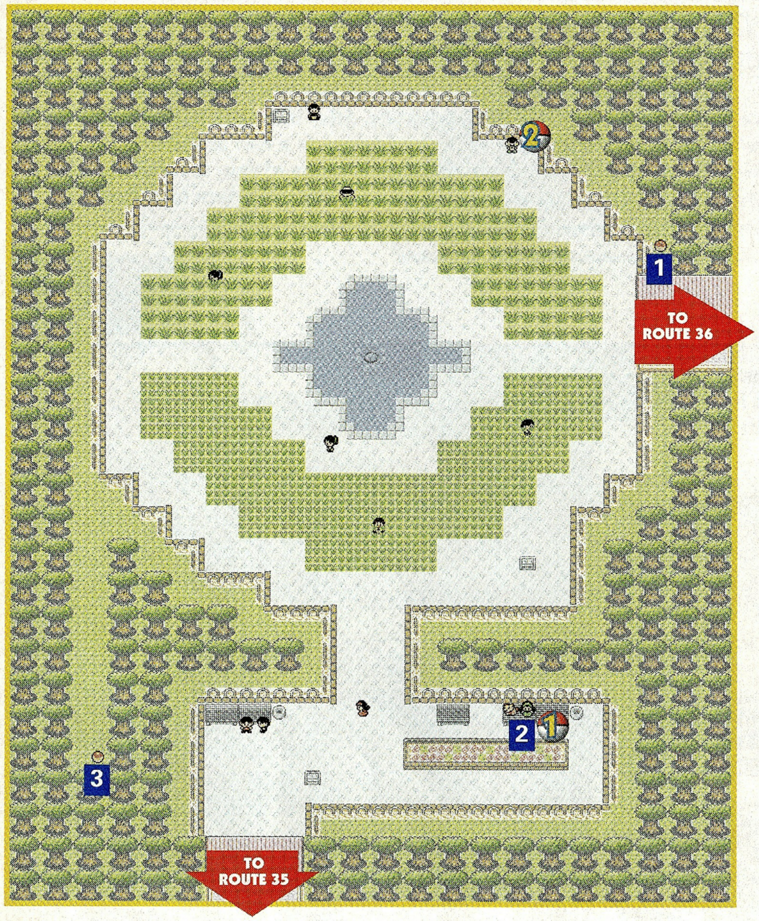
Ask Irwin and Arnie for their phone numbers after you defeat them.

Items

1. TM04 (Rollout)
2. Mysteryberry
3. HP UP

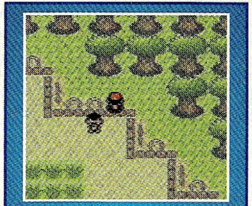
National Park

This shady, relaxing park is the best place to pick up Bug Pokémon and the new Sunkern. It's also the site of the Bug-Catching Contest, where you can compete against other Trainers to catch the biggest and best bug in the park. Winners take home the rare Sun Stone; others take home at least a Berry.



Items

1. **Parlyz Heal**
2. **Quick Claw**
3. **TM28 (Dig)**



Don't let the boy distract you so that you miss this opportunity to explore!

1 Talk to the Teacher on the bench to get the Quick Claw item. Attach this to your favorite Pokémon to increase its chance of striking first in battle. This advantage can come in very handy, so don't lose this item in your Backpack!

2 Find this hole in the fence to slide through easily and get the goodies on the other side!

	Morning	Day	Nite
Caterpie	★ L10	★ L10	
Hoothoot			● L13, L15
Ledyba	◆ L14		
Nidoran♀	◆ L12	◆ L12	
Nidoran♂	◆ L12	◆ L12	
Pidgey	◆ L13	◆ L13	
Psyduck			◆ L12
Spinarak			◆ L14
Sunkern		◆ L14	
Venonat			◆ L10, L12
Weedle	★ L10	★ L10	

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

The Bug-Catching Contest

On Tuesdays, Thursdays, and Saturdays, the Bug-Catching Contest takes place in National Park. This contest pits you against Bug Catchers and Elite Trainers in a race to see who can capture the biggest and best Bug in the park. It works this way: You can take one Pokémon into the park with you, so choose wisely. While you're in the park you can't heal that Pokémon, so make sure the one you choose is strong and durable. Move your chosen Pokémon to the top of your list, then talk to the attendant at either park entrance. If you decide to use any other Pokémon, you'll get a chance to make the appropriate changes and talk to the attendant again when you're ready.

If you have more than one Pokémon in your party, the attendant will store your other Pokémon, as well as most of your Items. He'll also give you 20 Park Balls. If you played in the Safari Zone in *Pokémon Red*, *Blue*, or *Yellow*, what happens next will sound familiar. The Park Ball is a generic Poké Ball you may use only during the Bug-Catching Contest. After you're inside the park, you have 20 minutes to find and capture the best bug you can.

The contest ends when...

*** your Pokémon faints.**

*** time runs out.**

*** your supply of Park Balls runs out.**

*** you leave the park.**

At the end of the contest, everyone convenes in the eastern gatehouse to learn the results. Winners receive the following prizes:

First Place: Sun Stone
Second Place: Everstone
Third Place: Gold Berry
Consolation Prize: Berry

Bug-Catching Contest

	Morning	Day	Nite
Beedrill	L12-15		
Butterfree	L12-15		
Caterpie	L7-18		
Kakuna	L9-18		
Metapod	L9-18		
Paras	L10-17		
Pinsir	L13-14		
Scyther	L13-14		
Venonat	L10-16		
Weedle	L7-18		

Tips for Winning the Bug-Catching Contest

Play through your first Bug-Catching Contest and you'll have an idea of what it takes to win a prize. There are a lot of Pokémon in the park but few will get you a first-place score. The only Pokémon even close to being sure things are Pinsir and Scyther. If you can catch a L14 (and they appear very, very rarely!), you're virtually guaranteed first place. If you're after the Sun Stone, make that your initial goal!

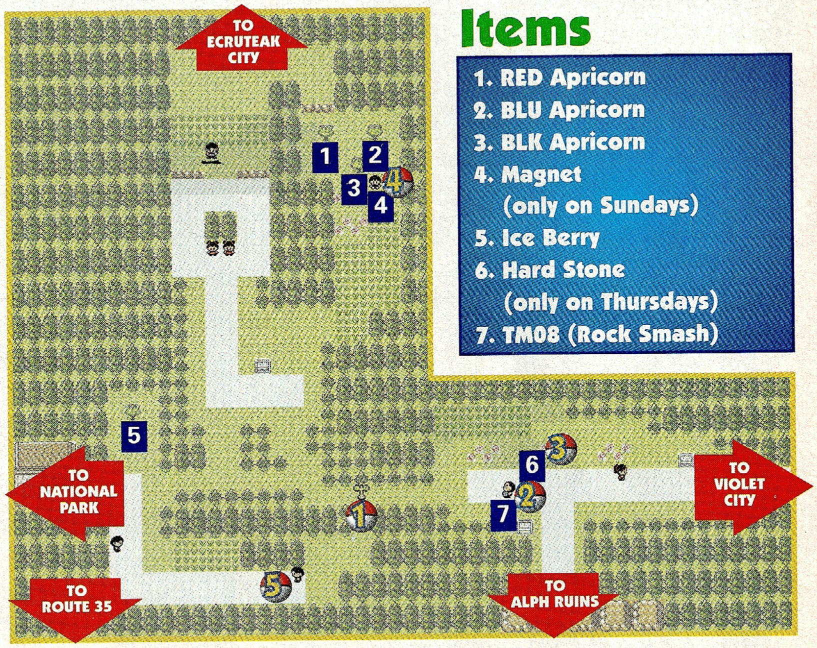
Another deciding factor is your chosen Pokémon's condition. The less damaged your entry, the better your score. Bring in a high-level Pokémon equipped with a Sleep-inducing move such as Lovely Kiss, Sleep Powder, and the like and put your target Pokémon to Sleep during the first round before you attempt to catch it with Park Balls!

Here are more tips and ideas:

- **Concentrate on searching the taller grass on the north side of the park instead of the short grass to the south. The better Pokémon prefer to hide in those long blades of grass.**
- **If you can't find a L14 Pinsir or Scyther, consider capturing a L15 Butterfree or Beedrill. Once in a while, one of those will manage a victory if the competition has an off day.**
- **If you're trying to complete your PokéDex, use the Bug-Catching Contest to capture any Bug Pokémon that don't normally appear in your version of the game. For example, if you're playing the Gold version, you can pick up Weedle, Kakuna, and Beedrill here.**

Routes 36 and 37

You may have traveled on Route 36 while walking between Violet City and the Ruins of Alph, but now it's time to take care of the Pokémon blocking the way. After you clear the path you can access the eastern part of Johto easily (time for a trip home?), as well as the unexplored northern routes.



Items

1. RED Apricorn
2. BLU Apricorn
3. BLK Apricorn
4. Magnet
   (only on Sundays)
5. Ice Berry
6. Hard Stone
   (only on Thursdays)
7. TM08 (Rock Smash)

1

To get this tree-like Pokémon to move out of the way, you'll need the Squirtbottle from Goldenrod City. Squirt the Pokémon with water and it will attack you immediately—your one and only chance to capture a Sudowoodo. You don't want to waste this opportunity, so be sure to save your game before starting the battle. Defeating or capturing the Sudowoodo removes it from the path and allows you to continue your travels.

2

Before you head north to Ecruteak City, talk to the man directly to the right of where the Sudowoodo used to stand. Clearing the road of that weird tree impressed him; to show his appreciation, he gives you TM08 (Rock Smash). Rock Smash, like the Headbutt move, is another of those moves that has a use outside of battle. Rock Smash lets you destroy rocks that have already started breaking apart. Breaking such boulders helps you clear paths, and you might just release a Krabby or Shuckle.

3

If it's Thursday, it's time to search for Arthur of Thursday on Route 36. Arthur gives away the Hard Stone item, which increases the strength of a Pokémon's Rock-type moves.

4

On Sundays, you'll find Sunny of Sunday hanging around the Apricorn trees on Route 37. Sunny gives you the Magnet item if you remember to look for her. The Magnet, when attached to a Pokémon, increases the strength of Electric-type moves.

Route 36

	Morning	Day	Nite
Bellsprout	◆ L5	◆ L5	◆ L5
Gastly			◆ L5
Growlithe	◆ L5	◆ L5	
Hoothoot			● L4, L5
Ledyba	◆ L4		
Spinarak			◆ L4
Pidgey	● L4-6	● L4-6	
Sudowoodo	(L20) Water it with the Squirtbottle, then capture in battle		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

Route 37

	Morning	Day	Nite
Ariados			★ L15
Growlithe	● L14, L16	● L14, L16	
Hoothoot			◆ L15
Ledian	★ L15		
Ledyba	◆ L13		
Noctowl			★ L15
Pidgeotto	★ L15	★ L15	
Pidgey	◆ L15	● L13, L15	
Spinarak			◆ L13
Stantler			● L14, L16

5 Like Gina on Route 34, Schoolboy Alan searches for discarded Items as he wanders around. Exchange phone numbers with Alan to gain a source for the rare Fire Stones.

NOTE **Ask Schoolboy Alan for his phone number after you defeat him.**

Ecruteak City

The City of Ecruteak is known for two things—its affection for the traditions of the past and its status as the former home of several Legendary Pokémon. Once upon a time, two Legendary Birds made their homes in Ecruteak City, roosting on the peaks of the two towers in the northeast and northwest corners of the city. When one of the towers burned down, both birds took off, never to be seen again.

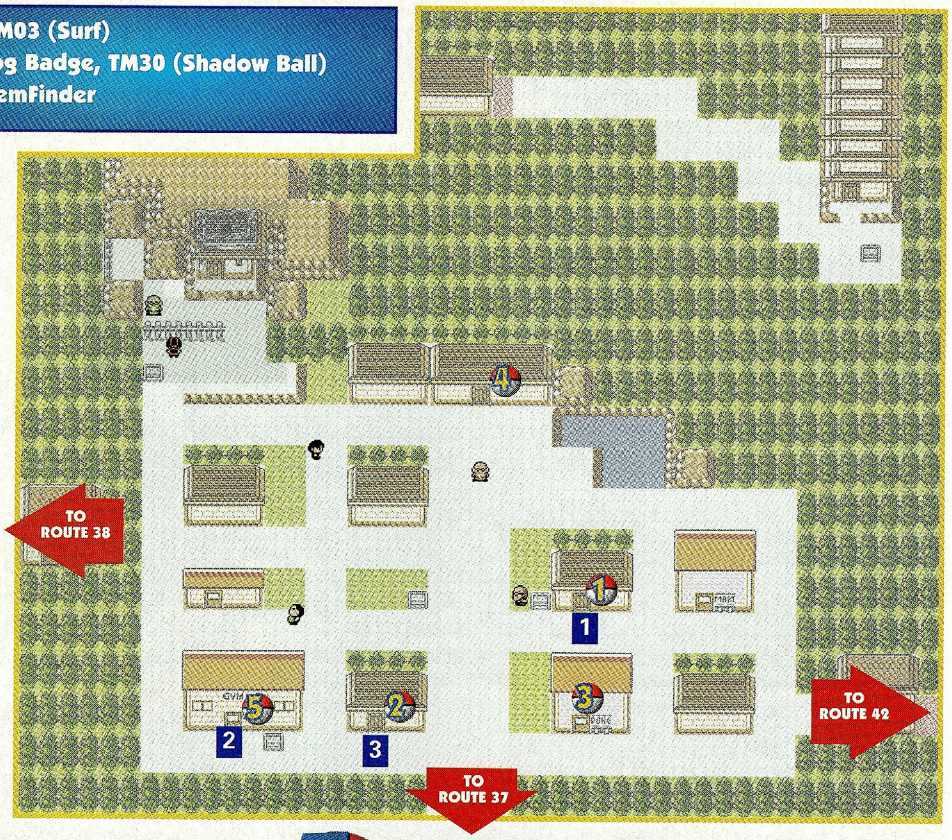
However, some people claim to have seen them still living today and talk about the magical powers of their feathers. Legends also exist of three Legendary Pokémon who could run like the wind. Perhaps it would be wise to check those legends out!

Pokémon Mart

Poké Ball	P200
Great Ball	P600
Potion	P300
Super Potion	P700
Antidote	P100
Parlyz Heal	P200
Awakening	P250
Burn Heal	P250
Ice Heal	P250
Revive	P1500

Items

1. HM03 (Surf)
2. Fog Badge, TM30 (Shadow Ball)
3. ItemFinder



1 Think of Ecruteak City as the place where you learned to Surf! It seems strange that you could learn such a move in a traditional village such as this, surrounded by trees and little water, but it's true.

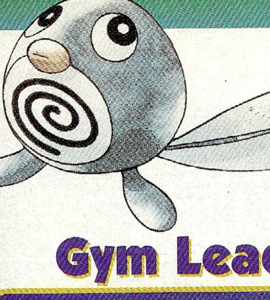
Start by winning HM03 (Surf) from the owner of the Ecruteak Dance Theater. Your challenge is to take on his troupe of five Kimono Girls, who all carry a single form of the Eevee Pokémon. Defeat all five (an easy task!) and the owner will surrender HM03 with no argument. See? You're well on your way to Surfing stardom! All you need now is the Fog Badge and a Pokémon who can swim.

2 Talking to the boy in this house earns you a helpful tool—the ItemFinder. This piece of equipment alerts you to any hidden treasure in the area. It doesn't work automatically, though (you must pull it out of your Backpack's Key Item slot and use it); nor does it pinpoint the Item itself (you must search every tile in the area indicated). You can, however, assign this tool to SELECT so you can use it more easily. In most cases you can find some informed soul who'll tell you whether an area has many hidden Items. Test this in the Burned Tower and see what you think!

3 Stop into the Ecruteak City Pokémon Center for some good news: Bill has finished adjusting the Time Capsules and tomorrow they'll be ready to use! The Time Capsule allows you to transfer Pokémon between *Pokémon Red, Blue,* and *Yellow* and *Pokémon Gold, Silver,* and *Crystal*. (But you can't transfer new Pokémon or old Pokémon with new moves from *Gold, Silver,* and *Crystal* to *Red, Blue,* or *Yellow*.) It's said that Pokémon transferred from the past arrive bearing gifts. Maybe you should find your old Game Pak and give it a try?

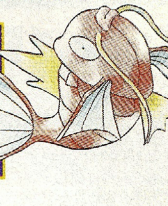
4 The entrance to the Tin Tower lies beneath this building. You need the Fog Badge from the Ecruteak City Gym to enter the passage, but you need the Clear Bell to get close to the Tin Tower. After the Legendary Pokémon are awake and residing in the Tin Tower, the Tower will be well-guarded by the Wise Trio!

5 The Ecruteak City Gym is home to Morty and his gang of Mediums and Sages. Their Pokémon of choice are from the Ghost family, known for their resistance to all Normal-type attacks. But these aren't the only ghosts you face at the Ecruteak City Gym! The floors have taken on a ghostly quality and have all but disappeared. If you defeat the Trainers, they may give away the Gym's secret! But you must visit when Morty is present. If you visit the gym before taking on your rival in the Burned Tower, you'll find him missing and the gym closed. Where's Morty? In the Burned Tower, of course, searching for Suicune!

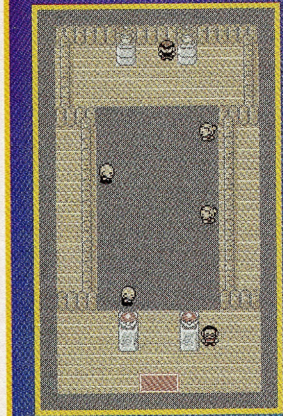


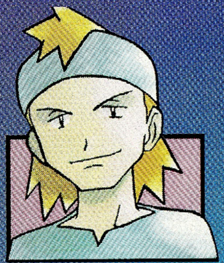
	Morning	Day	Nite
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L15-24 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L20-24		

● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super



Gym Leader Battle: Morty of the Ecruteak City Gym





Battle Pokémon

Gastly ♂ L21 (Ghost/Poison)	Haunter ♂ L21 (Ghost/Poison)	Gengar ♂ L25 (Ghost/Poison)	Haunter ♂ L23 (Ghost/Poison)
Lick	Hypnosis	Hypnosis	Spite
Spite	Mimic	Shadow Ball	Mean Look
Mean Look	Curse	Mean Look	Mimic
Curse	Night Shade	Dream Eater	Night Shade

Recommended Pokémon Type

Ground • Psychic

Prizes

Fog Badge: Makes Pokémon up to L50 obey you; allows you to use HM03 (Surf) outside of battle.

TM30 (Shadow Ball): Combines a Normal attack with the 20-percent possibility of reducing the opponent's SP Defense by a point.

Before you can challenge Morty, you must find the hidden path through the Gym. Talk to the Trainers after you defeat them and they'll tell you the path lies right before their eyes. Think about it, and everything should become clear. Furthermore, if you can defeat the Trainers' Ghost Pokémon, you can probably take out Morty's party pretty easily. Ghost Pokémon, such as the Gastly family used here, tend to follow one of two patterns: They use "moves" such as Hypnosis and Lick to immobilize your Pokémon, or an attack such as Mean Look to prevent your Pokémon from fleeing. This causes you to sacrifice attack turns to heal your Pokémon while the opposition continues to attack and damage. Watch out for combos like Hypnosis–Dream Eater and take some Full Heals or Awakening potions with you, just in case.

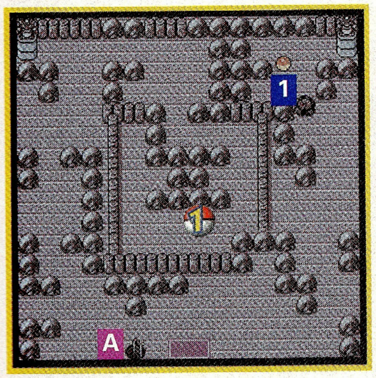
The trendy new move for Ghost-type Pokémon is the unusual Curse. This move sacrifices half the caster's HP in return for Cursing the opponent Pokémon. A Cursed Pokémon loses HP much the way a Poisoned or Burned Pokémon does—a little at the end of each round. The difference is you can't cure a Curse! Used with Mean Look, this move can prove fatal to your attacking Pokémon.

The good news is that Curse is usually more of a help than a hindrance. Anytime an opponent's Pokémon inflicts damage on itself without costing you an attack is good. Build on it and you won't notice the effects of Curse on your own Pokémon. And don't forget that the entire Gastly clan includes Poison-type Pokémon in addition to Ghost types. Psychic- and Ground-type attacks are very effective against them. (But remember that Ghost-type attacks are strong against Psychic Pokémon.)

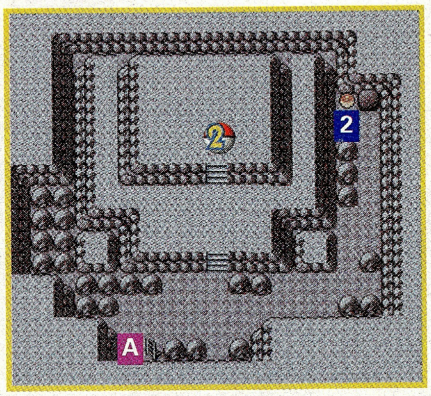
Burned Tower

This tower, which burned to the ground in a mysterious fire, was once home to one of Johto's Legendary Birds. Now the remains are home to a different kind of legendary animal—or at least that's what the rumors say! Both Morty of the Ecruteak City Gym and famed Suicune researcher, Eusine, are here checking them out.

Floor 1F



Floor B1



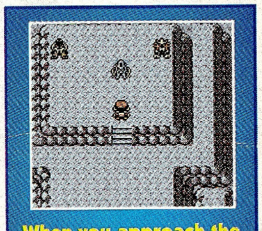
Items

1. HP UP
2. TM20 (Endure)

NOTE Match the lettered boxes on the maps to see where a staircase or Transporter will lead.

1 It's that time again! Your rival, drawn by rumors of Legendary Pokémon, waits for you in the center of the Burned Tower's first floor, ready to challenge you again. I hope you remembered to visit the Pokémon Center before you came here!

2 After you defeat your rival, a hole opens beneath your feet, causing you to fall to the floor. Here are the immobile statues of the three Legendary Pokémon—Raikou, Suicune, and Entei. Move too close, and these statues come to life and make a run for it! You can't battle any of them here, but bringing them to life here gives you the opportunity to catch them later in the game.



When you approach the Legendary Pokémon, they come to life and escape before you can do anything.

Floor 1F

	Morning	Day	Nite
Koffing	◆ L14	◆ L14	◆ L14
Raticate	★ L15	★ L15	★ L15
Rattata	● L13, L15	● L13, L15	● L13, L15
Zubat	◆ L14	◆ L14	◆ L14

Floor B1

	Morning	Day	Nite
Koffing	●L12,L14,L16	●L12,L14,L16	●L12,L14,L16
Rattata	◆ L14	◆ L14	◆ L14
Weezing	★ L14	★ L14	★ L14
Zubat	◆ L15	◆ L15	◆ L15

● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super

Rival Battle #3

...Oh, it's you.

Your Rival has decided that, as the World's Greatest Trainer, he should have one of the Legendary Pokémon on his team. Could he be more delusional?

For this third Rival Battle, your Rival has added a new Pokémon to his arsenal—the tiny Magnemite. In *Pokémon Gold, Siver,* and *Crystal*, this Pokémon's type has changed from Electric to both Electric and Steel, increasing its resistance to many move types. However, the hot blast of a Fire-type attack or the rumble of a Ground-type attack will take out this new foe easily. The rest of your Rival's party is unchanged, and you'll find that your Rival's tactics remain the same, as well. Take him out as you would any normal Trainer!

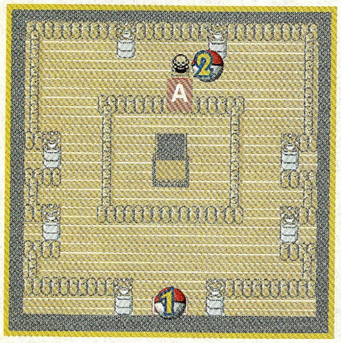
Battle Pokémon

Haunter	L20
Magnemite	L18
Zubat	L20
Bayleef, Croconaw, or Quilava	L22

Tin Tower

The Tin Tower is home to four of Johto's Legendary Pokémon—Ho-Oh, Entei, Raikou, and Suicune. After the Legendary Three have taken up residence inside the Tower, you need the Clear Bell to enter and see if you can capture Suicune. To get to Ho-Oh, you must first capture Entei, Raikou, and Suicune (trades don't count and defeating any of the three ends the quest), then, after you defeat the Elite Four, you must get the Rainbow Wing from the Wise Trio. Show the Rainbow Wing to the Sage guarding the steps inside the Tower to find Ho-Oh on the Tin Tower's roof.

Floor 1F



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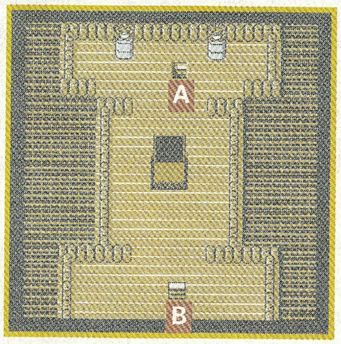
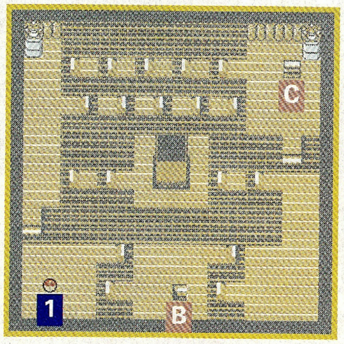


Floor 3F



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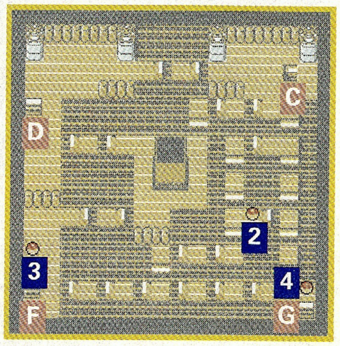
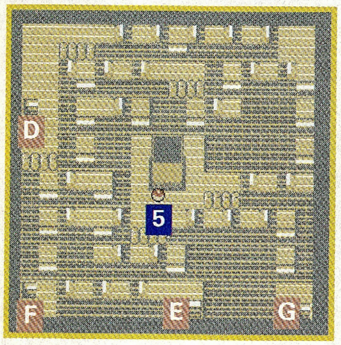
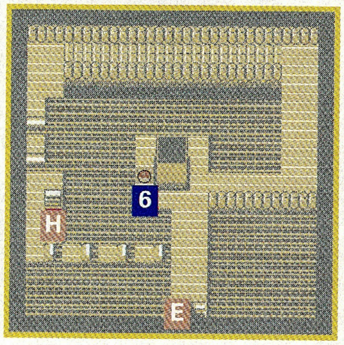


Floor 5F



Floor 6F



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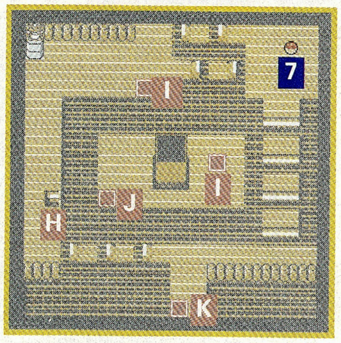
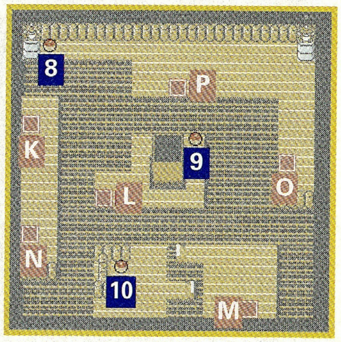


Floor 8F

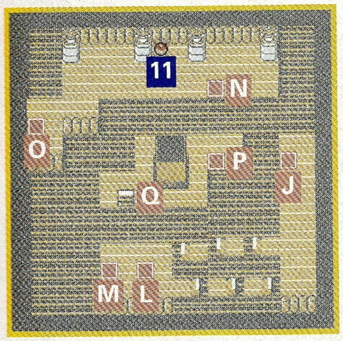


NOTE Match the lettered boxes on the maps to see where a staircase or Transporter will lead.

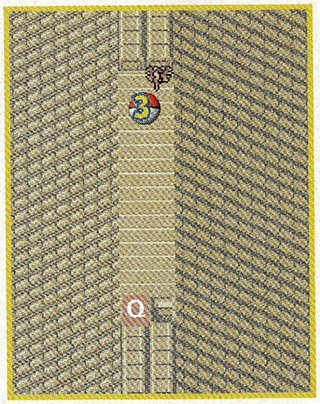
Items

1. Full Heal
2. Ultra Ball
3. Escape Rope
4. PP Up
5. Rare Candy
6. Max Potion
7. Max Revive
8. Full Restore
9. Max Elixir
10. Nugget
11. HP UP

Floor 9F



Floor 10F



1 One of the big changes in *Pokémon Crystal* is in the Legendary Pokémon you can capture before taking on the Elite Four. *Crystal*'s emphasis is on Suicune. You are given the opportunity to capture Suicune when you get the Clear Bell from the Radio Tower's Director in Goldenrod City. Use the Clear Bell to get past the Wise Trio guarding the Tower's entrance and see what happens!

2 If you don't have the Rainbow Wing in your possession, this is as far as you can go in the Tin Tower. Talking to the gentleman blocking your way, however, will give an idea of how the Wing Items work. These feathers lure the Pokémon they once belonged to back to their nests. Without the appropriate Wing, you can't convince these Legendary Birds to land!

3 Once the Rainbow Wing is stored in your Backpack and you've found your way through the tangled mass of ramps and Transporters inside Tin Tower, you end up on the roof staring at the rainbow-colored wings of Ho-Oh. Stop and save your game right now, before you get any closer to this magnificent, one-of-a-kind bird.

If you attempted to catch any of the Legendary Birds in Pokémon Red, Blue, or Yellow, you have a pretty good idea of how to approach this battle. Basically, you'll need to stock up on Poké Balls before you enter the Tower. You may use the Master Ball from Prof. Elm, if you like, or any of the regular Balls. Great Balls are less expensive than Ultra Balls and seem to work just as well. The catch is you need about 50 of them, and a few Pokémon at or above L60 with moves that cause Sleep, Paralysis, and reduce Accuracy.

Expect a long battle. Ho-Oh will heal itself, destroying all of your hard work to date. Start the battle by casting a move such as Flash (to reduce Ho-Oh's Accuracy) again and again until the casting Pokémon faints or the move no longer has any effect. This neutralizes some of Ho-Oh's powerful attacks by making them miss at least as often as they hit. The failure of these attacks increase your Pokémon's life span.

After you've destroyed Ho-Oh's Accuracy, start putting it to Sleep or Paralyze it and then begin to chip away at its HP. You need to hobble Ho-Oh as much as possible without killing it, so don't use attacks that are super-effective against Fire Pokémon or a Pokémon that's 20–30 levels higher than Ho-Oh. When you get Ho-Oh's HP Gauge down to a tiny sliver, start chucking Poké Balls at it—and keep your fingers crossed.

	Morning	Day	Nite
Gastly			● L20-22
Rattata	● L20-24	● L20-24	◆ L22-24
Ho-Oh	After you get the "Rainbow Wing," it appears on the rooftop (L60).		
Suicune	After you get the "Clear Bell," it appears on 1F (L30).		

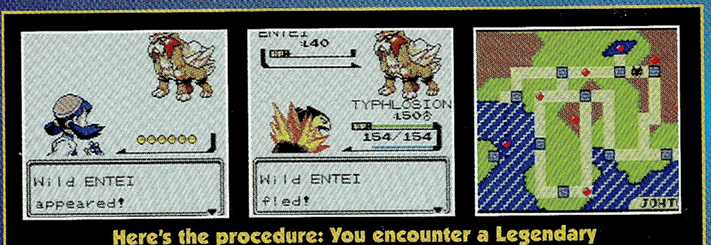
● = Common ◆ = Normal ★ = Rare

Capturing the Three Legendary Pokémon: Entei, Raikou, and Suicune

Oh, for the days of *Pokémon Red, Blue* and *Yellow*. Capturing the Legendary Birds only required patience and an unlimited supply of Ultra Balls!

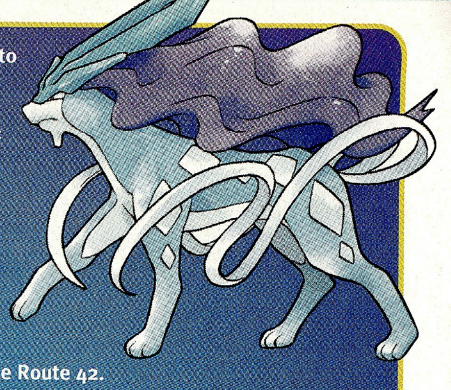
Things have changed in the world of *Pokémon Crystal*. Capturing the Legendary Pokémon requires a lot of work! When you scare the Legendary three from the Tin Tower, they take off in different directions at light speed. While you will have the opportunity to capture Suicune in a battle at the Tin Tower, you will have to search far and wide to capture the rest of these Legendary Pokémon.

First, the Legendary Pokémon are fast and, second, they hide out of sight in the long grass—the Legendary Pokémon can be found in any patch of grass in the Johto Region. They do not appear in caves, buildings, etc., nor do they appear in the Kanto Region. While this cuts down the area you have to search, it does not make it easier to find these speedy Pokémon. The Pokémon appear randomly and switch locations every time you enter a house, building ,or dungeon or every time you move between routes or into a city. After you encounter a Legendary Pokémon, its information is added to the PokéDex, and you can track its whereabouts on the Area screen in your PokéDex.


Wild ENTEI appeared!

ENTEI :L40
TYPHLOSION :L50
154/154
Wild ENTEI fled!

Here's the procedure: You encounter a Legendary Pokémon. It flees before you can launch an attack. You stalk it using the PokéDex Area screen.



Sadly, running into a Legendary Pokémon is easier than capturing one. They are fast, and their first instinct is to run for the hills whenever challenged by a Trainer's Pokémon. Unless you have an unlimited supply of Master Balls, you won't capture one on the first try. Instead, set aside a few days to stalk and trap one. First, purchase 50–100 Max Repels and place a Pokémon who meets the following criteria at the top of your Active Pokémon list:

- At or near L40
- Very high speed rating
- Reliable Sleep-inducing move

Attaching the Quick Claw item to that lead Pokémon increases their chances of attacking first.

Second, use the Area function on the PokéDex to locate the Legendary Pokémon you just encountered. Arrange it so that you and the Pokémon are in the same area at the same time. Legendary Pokémon have no set pattern to their travels around Johto, but there are times when they will wander from route to route in order. Find two Routes right next to each other (like Routes 30 and 31) or choose a Route that has a single patch of grass, like Route 42. Then, check the PokéDex and walk back and forth between that Route and whatever is next to it—City, cave, Route, whatever. At some point, you and the Pokémon will end up in the same place together. This may happen quickly or it may take quite awhile, but eventually it will happen.

After this happens, use a Max Repel to drive away the other Pokémon in the area. That way, if you get into a battle, it's going to be only with a Legendary Pokémon (unless you do this on Route 45, where the average Pokémon level is higher than normal). This is a good way to flush one of the Legendary Pokémon out for a first meeting without having to put up with several random battles with other Wild Pokémon. When the battle starts, put the Legendary Pokémon to sleep immediately! This only works if you get the first attack. If not, it runs away and you have to start all over again.

Next, chip away at the Pokémon's HP. Do not make it faint or else you will have to restart from your last save and begin again from the first step. If you get the Pokémon to a sliver of health before it wakes up and runs away, you are in a good position to capture it in a Poké Ball. If it wakes up before then and runs away, don't fear! The Legendary Pokémon retain the damage inflicted on them in previous battles. If you can get their HP gauge into the red during one battle, you can spend any other encounter with them throwing Poké Balls at them. If it takes more than one battle to do that, that's just par for the course.

Keep stalking and battling these Pokémon until you get that lucky break with a Poké Ball. As far as Balls are concerned, you can use almost anything. If you've been stocking up on Speed Balls, they are a good match for the extraordinary speed of the Pokémon. But, in a pinch, an Ultra Ball or even a Great Ball works well.

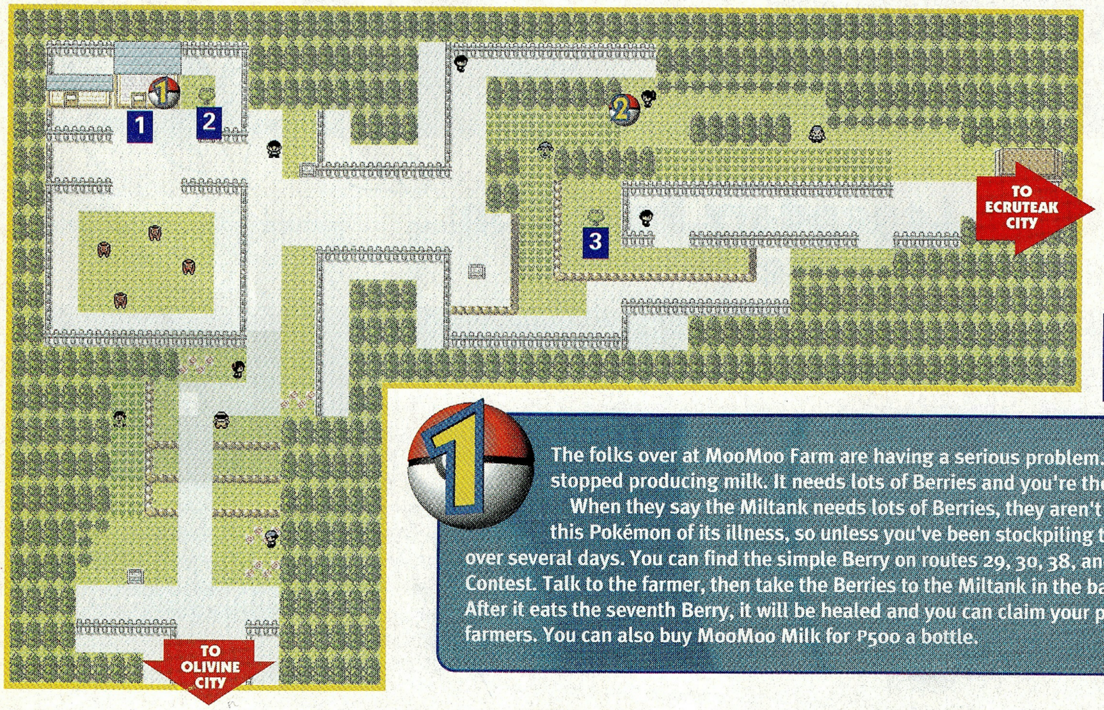
NOTE

Capturing the Legendary Pokémon is a time-consuming process that requires patience. They are not easy to catch, so don't expect to get them all in one day or even one in a day.

TIP

If you need a jump-start in finding Entei and Raikou, trade one or the other with your *Pokémon Gold* or *Silver* Game Pak or from one of your friends. You will need to trade the Legendary Pokémon right back (since you actually have to catch the Pokémon on your Game Pak in order to get the Rainbow Wing and Ho-Oh), but its short stay on your Game Pak will be enough to activate the Entei or Raikou entry in your PokéDex, allowing you to track their location on the Area Map.

Routes 38 and 39



West of Ecruteak City lie the pastoral farmlands of MooMoo Farm, home to the most healthful Miltank Milk in all of Johto. If you follow Routes 38 and 39 south, you'll end up in the seaside city of Olivine, where the fair Jasmine looks after more than just the local Gym. Enjoy your walk through this pleasant area and be sure to check the grasses for signs of both new and old Pokémon.

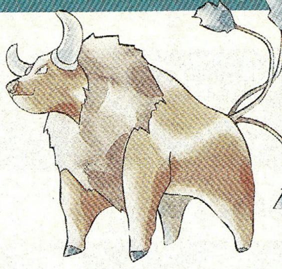
Items

1. **TM13 (Snore)**
2. **Mint Berry**
3. **Berry**

1

The folks over at MooMoo Farm are having a serious problem. Their best Miltank is sick and has stopped producing milk. It needs lots of Berries and you're the only one who can get them.

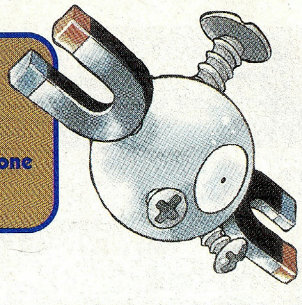
When they say the Miltank needs lots of Berries, they aren't kidding. It takes seven Berries to cure this Pokémon of its illness, so unless you've been stockpiling them, you'll have to complete this quest over several days. You can find the simple Berry on routes 29, 30, 38, and 46. Or win one in the Bug-Catching Contest. Talk to the farmer, then take the Berries to the Miltank in the barn and offer them to it one at a time. After it eats the seventh Berry, it will be healed and you can claim your prize—TM13 (Snore)—from the happy farmers. You can also buy MooMoo Milk for P500 a bottle.



2 The Lass, Dana, gets lots of presents from boys, especially Thunderstones! Trade phone numbers with her, and she'll call you when she gets one.

NOTE

Ask Dana and Chad for their phone numbers after you defeat them.



Route 38

	Morning	Day	Nite
Magnemite	◆ L16	◆ L16	◆ L16
Meowth			● L16
Miltank	★ L13	★ L13	
Noctowl			◆ L16
Pidgeotto		◆ L16	
Raticate	◆ L16	◆ L16	◆ L16
Rattata	◆ L16	◆ L16	
Tauros	★ L13	★ L13	

Route 39

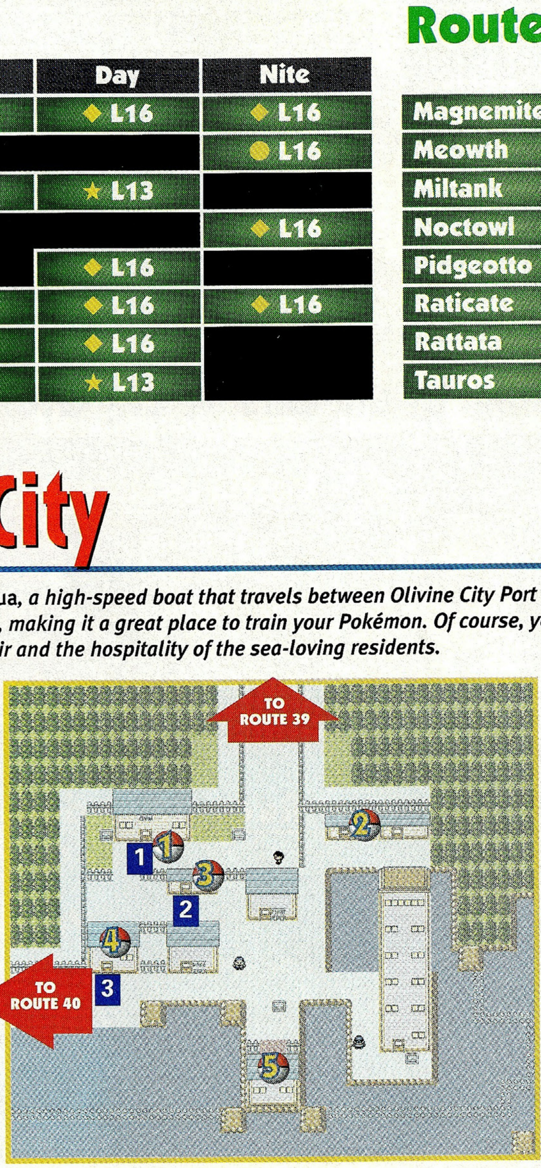
	Morning	Day	Nite
Magnemite	◆ L16	◆ L16	◆ L16
Meowth			● L16
Miltank	★ L15	★ L15	
Noctowl			◆ L16
Pidgeotto	◆ L16	◆ L16	
Raticate	◆ L16	◆ L16	◆ L16
Rattata	◆ L16	◆ L16	
Tauros	★ L15	★ L15	

● = Common ◆ = Normal ★ = Rare

Olivine City

Olivine City is home to the S.S. Aqua, a high-speed boat that travels between Olivine City Port and Vermilion City Port twice a week. The S.S. Aqua hosts special trips for Pokémon Trainers, making it a great place to train your Pokémon. Of course, you'll have to get the S.S. Ticket first! While you wait for that day to arrive, enjoy the crisp sea air and the hospitality of the sea-loving residents.

1 In front of the Gym, your Rival appears. There's no time to fight (no matter how many times you beat him, he doesn't think you're worthy), but he does give you some interesting news. The Lighthouse Pokémon is sick, and Jasmine the Gym Leader has gone to the Olivine Lighthouse to nurse it. She won't return until it's well, so to get her badge, you must help with the nursing duties.



Items

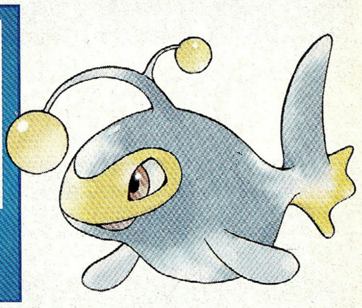
1. Mineral Badge, TM23 (Iron Tail)	2. Good Rod
	3. HM04 (Strength)

Poké Mart

Great Ball	P600	Awakening	P250
Super Potion	P700	Ice Heal	P250
Hyper Potion	P1200	Super Repel	P500
Antidote	P100	Surf Mail	P50
Parlyz Heal	P200		

You again?

How does he manage to stay one step ahead of you?



2 The gentleman in this house has a Voltorb he'll gladly trade for a Krabby. You can find Krabby on the shores of the port or by Rock Smash-ing the cracked boulders west of the city.

3 In the house near the Pokémon Mart lives another of those crazy fishermen. If you tell him how much you love to fish, he'll give you a Good Rod. His timing couldn't be better! Unless you chose Totodile as your Starting Pokémon, you probably need a Water-type Pokémon to teach Surf to. With the Good Rod, you can catch more Water Pokémon types, and at higher levels.

Olivine City is known for its large variety of Water Pokémon. Between the docks in the port area and the city shores, you can catch almost any type of Pokémon with a Good Rod. Watch for a couple of new Pokémon who combine the strength of Water with either Rock or Electric!

4 A man in the restaurant near the Pokémon Center teaches Pokémon the move Strength (HM04) for free. Because you have the Plain Badge from Goldenrod City already, you can use this move as soon as you find a Pokémon to teach it to. By the way, this move is required in the Cianwood City Gym!

5 Once you get all eight of the Johto Gym Badges and defeat the Elite Four, Prof. Elm gives you a ticket to sail to the Kanto Region on the S.S. *Aqua*. To catch the S.S. *Aqua*, just take your S.S. Ticket with you to the main pier in the Olivine City Port. For return trips, you must follow the ship's usual time table. You can find the S.S. *Aqua* in port on Mondays and Fridays.

Olivine City

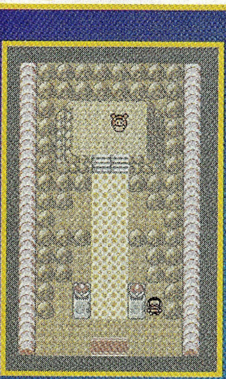
<table>
<tr><th></th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td>Corsola</td><td colspan="2">(G-L20; S-L40)</td><td></td></tr>
<tr><td>Kingler</td><td colspan="3">(S-L40)</td></tr>
<tr><td>Krabby</td><td colspan="3">(O-L10; G-L20; S-L40)</td></tr>
<tr><td>Magikarp</td><td colspan="3">(O-L10; G-L20)</td></tr>
<tr><td>Staryu</td><td colspan="2"></td><td>(G-L20; S-L40)</td></tr>
<tr><td>Tentacool</td><td colspan="3">● L15-24</td></tr>
<tr><td>Tentacruel</td><td colspan="3">◆ L20-24</td></tr>
<tr><td>Voltorb</td><td colspan="3">Trade a Krabby for this with a person in a private home.</td></tr>
</table>

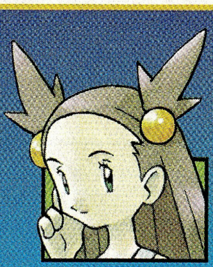
Olivine City (Harbor)

<table>
<tr><th></th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td>Chinchou</td><td colspan="3">(G-L20; S-L40)</td></tr>
<tr><td>Lanturn</td><td colspan="3">(S-L40)</td></tr>
<tr><td>Magikarp</td><td colspan="3">(O-L10; G-L20)</td></tr>
<tr><td>Shellder</td><td colspan="3">(G-L20; S-L40)</td></tr>
<tr><td>Tentacool</td><td colspan="3">● L15-24 (O-L10; G-L20)</td></tr>
<tr><td>Tentacruel</td><td colspan="3">◆ L20-24 (S-L40)</td></tr>
</table>

● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super

Gym Leader Battle: Jasmine of the Olivine City Gym





Steel-type Pokémon are a new discovery, and Jasmine appears to be the only Trainer who's really mastered the specialty. Steel Pokémon are incredibly resistant to most move types. Bug, Dark, Dragon, Ghost, Grass, Flying, Ice, Normal, Psychic, Rock, and Steel moves have little effect on Steel Pokémon, and Poison attacks have no effect at all! Fighting-, Fire-, and Ground-type attacks are extremely strong against Steel Pokémon, but because Jasmine's Pokémon are Steel hybrids, you must consider the other types (Electric and Ground) when choosing attacks.

This can be a very tough battle if you have the wrong Pokémon on your team, or if they're not strong enough. Again, Typhlosion- and Feraligatr-based teams should have no problem defeating Jasmine, while Meganium-based teams will find the going tough. This is another battle where Accuracy-lowering moves come in very handy. The two Magnemite are pretty easy to dispose of with a strong Ground Pokémon or another Electric-type Pokémon, such as Ampharos. The Steelix is the troublesome part of the equation. Without a strong Water, Ground, or even Fire Pokémon, you'll want to concentrate on lowering this Pokémon's defenses before trying to take them out.

Battle Pokémon

Magnemite L30 (Electric/Steel)	Magnemite L30 (Electric/Steel)	Steelix L35 (Steel/Ground)
Thunderbolt	Thunderbolt	Screech
Supersonic	Supersonic	Sunny Day
Sonicboom	Sonicboom	Rock Throw
Thunder Wave	Thunder Wave	Iron Tail

Recommended Pokémon Types

Fire • Ground • Water

Prizes

Mineral Badge: Raises the Defense strength of all of your Pokémon.

TM23 (Iron Tail): Offers a strong attack combined with a 30% chance of lowering the opponent Pokémon's Defense by 1 point.

Olivine Lighthouse

Next to the Olivine City Port lies the majestic tower of the Olivine Lighthouse. The Lighthouse is usually staffed by an Ampharos named Amphy. Unfortunately, Amphy has come down with a cold and is in dire need of a special medication. Until then, Jasmine, the Olivine City Gym Leader, is sticking by its side.

1 You must defeat almost all other Trainers here before you reach the top, where Jasmine tends the Lighthouse Pokémon. When you get there, Jasmine sends you across the bay on an errand to Cianwood City to get the Secret Potion from the Cianwood City Pharmacy. After you bring this medication back to Jasmine, and after she heals Amphy completely, she'll return to the Gym for challenges!

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

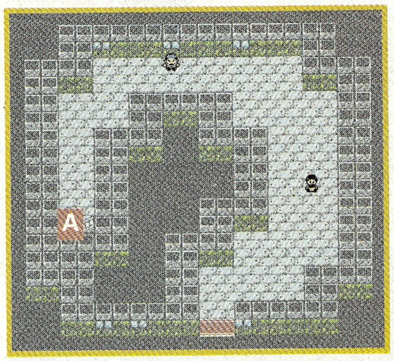
NOTE

Ask Sailor Huey for his phone number after you defeat him.

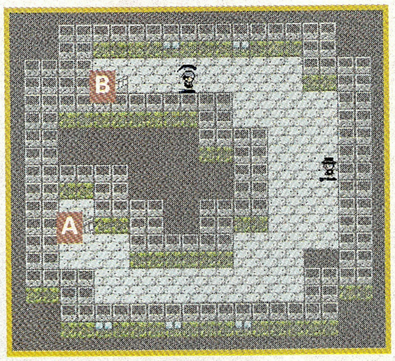
Items

1. Ether
2. Rare Candy
3. TM34 (Swagger)
4. Super Repel
5. Super Potion

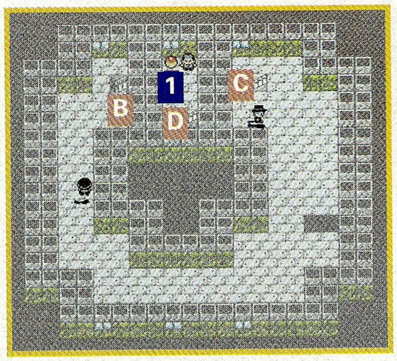
Floor 1F



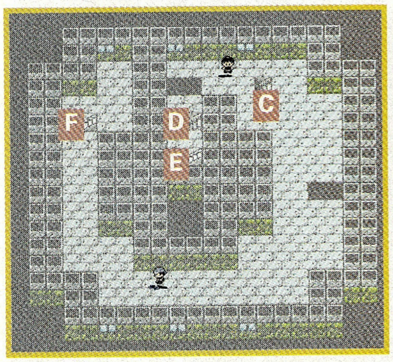
Floor 2F



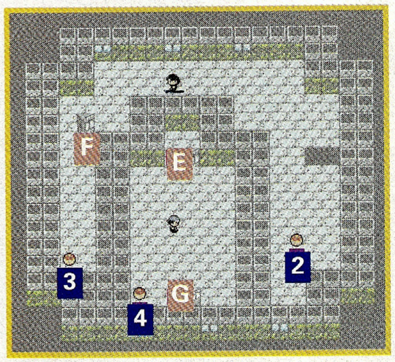
Floor 3F



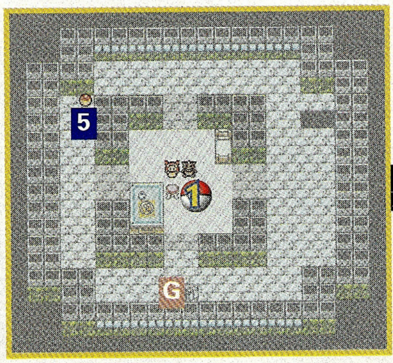
Floor 4F

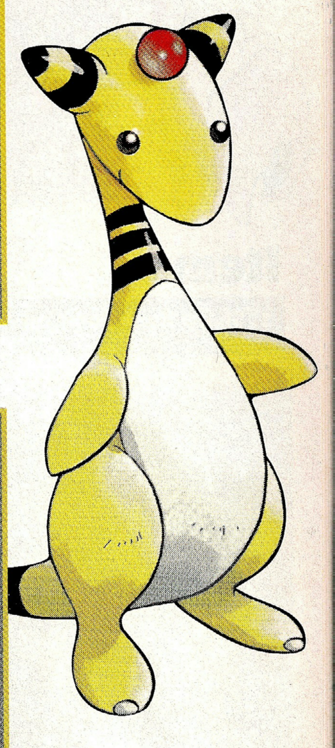


Floor 5F



Floor 6F





Routes 40 and 41

Routes 40 and 41 are all wet! Until you get HM02 (Fly) and the Storm Badge from the Cianwood City Gym, you'll have to Surf this waterway between Olivine City and Cianwood City. To make your life easier, consider completing all the events in Cianwood City before you return to the Olivine Lighthouse with the Secret Potion. On the other hand, there's a lot to see and discover in this area (especially if you're playing the Gold version!), so you might as well enjoy it.

1 On Monday, you can find Monica of Monday wandering the shores of the Olivine City side of Route 40. Talk to her and she'll give you a Sharp Beak. This item strengthens the Flying-type moves of the Pokémon that holds it. It makes a great present for the Pokémon you use to do all your Flying.

2 If you use the Rock Smash move on the boulders on the Olivine City and Cianwood City shores of routes 40 and 41, you may disturb a Shuckle. These tortoise-like Pokémon are new to the Pokémon family and treasured additions to any PokéDex. If you smash all the rocks and find nothing, just leave the area. When you return, you'll find new boulders to destroy.

3 In the middle of Routes 40 and 41 you'll find the mysterious Whirl Islands. Whirlpools and walls of coral block the cave openings here. Until you get HM06 (Whirlpool), you can only imagine what kinds of treasure they hold.

4 On the shore by Olivine City is the entrance to the Battle Tower. The Battle Tower is like a little bit of *Pokémon Stadium* inside your Game Boy Color! Here you can participate in *Pokémon Stadium*–style battles using three of your best Pokémon. If you can beat all seven of the Trainers in a Battle Room, you win 5 power up items like HP UP, Iron, etc.

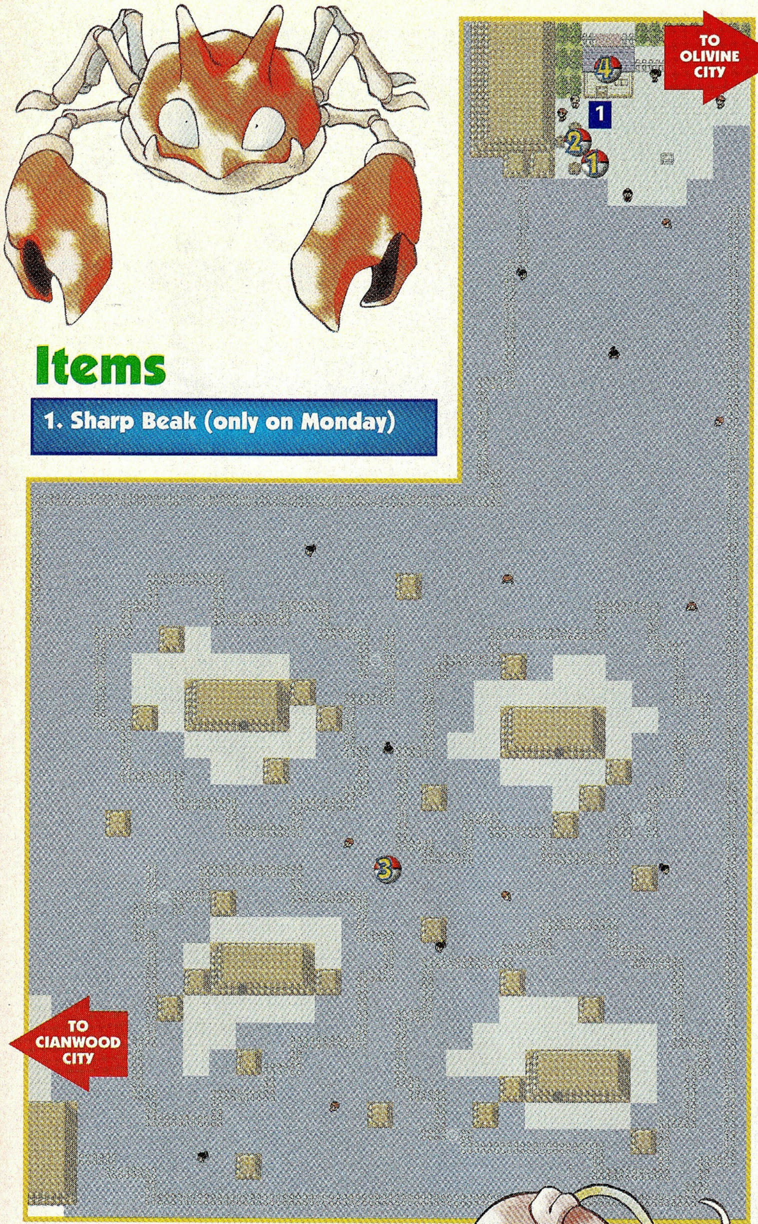
Route 40

	Morning	Day	Nite
Krabby	RS ◆ L15	RS ◆ L15	RS ● L15
Shuckle	RS ★ L15	RS ★ L15	
Corsola	(G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Staryu			(G-L20; S-L40)
Tentacool	● L15-24		
Tentacruel	◆ L20-24		

Route 41

	Morning	Day	Nite
Chinchou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Mantine	◆ L20-24		
Shellder	(G-L20; S-L40)		
Tentacool	● L20-24 (O-L10; G-L20)		
Tentacruel	◆ L20-24 (S-L40)		

● = Common
O = Old
◆ = Normal
G = Good
★ = Rare
S = Super



Items

1. Sharp Beak (only on Monday)

Whirl Islands

The Whirl Islands are a mysterious group of caverns heavily protected by coral reefs and whirlpools. To enter the caves, you must have HM06 (Whirlpool), the Glacier Badge, and a Pokémon capable of learning the move. The Whirl Islands are also home to the Legendary Bird Lugia, who dwells deep within the caves. With the right item, you can lure this one-of-a-kind Pokémon back to its roost!

1 Looking for Lugia? Here's the correct (and only) entrance and ladder to use to reach Lugia's chamber on Floor B4. You can reach its room whether you have the Silver Wing or not, but Lugia appears only if you have the Silver Wing in your possession. How to proceed is up to you.

2 Once you enter this room with Silver Wing in hand, you'll find Lugia hovering over the water deep inside. Save your game and hope you have enough Poké Balls to catch this precious Pokémon!

If you played *Pokémon Red*, *Blue*, or *Yellow* and attempted to catch any of the Legendary Birds in those games, you have a pretty good idea of how to approach this battle: Stock up on Poké Balls before you enter the Tower. You can use the Master Ball you get from Prof. Elm, if you like, or any of the regular ones. Great Balls are less expensive than Ultra Balls and seem to work just as well. The catch is you need about 50 of them and a few Pokémon at or above Lugia's level who have moves that cause Sleep and Paralysis and that can reduce Accuracy.

Expect a long battle. Lugia will heal itself, destroying all of your hard work to date. Start the battle casting a move such as Flash (to reduce Lugia's Accuracy) again and again until the casting Pokémon faints or the move no longer has any effect. This neutralizes some of Lugia's powerful attacks by making them miss at least as often as they hit. The failure of these attacks increases your Pokémon's life span.

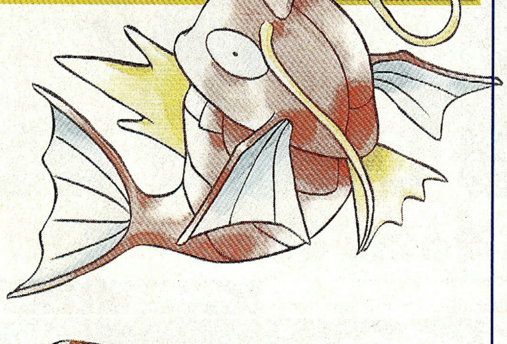
After you destroy Lugia's Accuracy, put it to Sleep or Paralyze it and begin chipping away at its HP. You must hobble Lugia without overdoing it, so don't use attacks that are super-effective against Water or Psychic Pokémon or a Pokémon that's 20–30 levels higher than Lugia. When you get Lugia's HP Gauge down to a tiny sliver, chuck Poké Balls at it—and keep your fingers crossed.

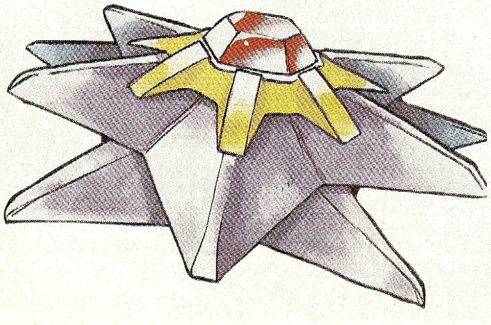
Floors 1F, B1 (B), B2, B3

	Morning	Day	Nite
Golbat	★ L25	★ L25	◆ L24, L25
Krabby	● L22, L24	● L22, L24	● L22, L24
Seel	◆ L22, L24	◆ L22, L24	
Zubat	◆ L23	◆ L23	◆ L23
Horsea	◆ L15-19 (G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Seadra	(S-L40)		
Tentacool	● L20-24		
Tentacruel	◆ L20-24		

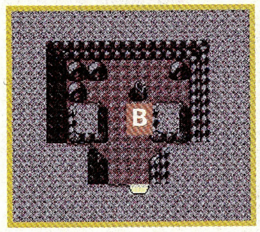
Floor B1 (Large Floor)

	Morning	Day	Nite
Golbat	★ L26	★ L26	◆ L25-26
Krabby	● L23, L25	● L23, L25	● L23, L25
Seel	◆ L23, L25	◆ L23, L25	
Zubat	◆ L24	◆ L24	◆ L24

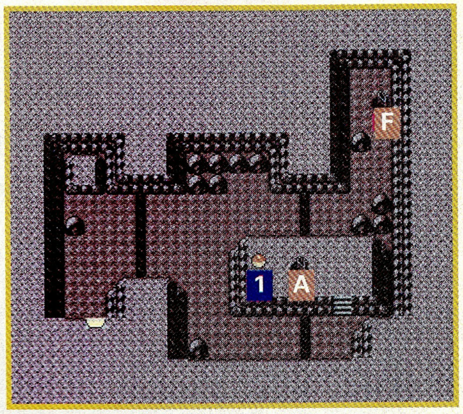




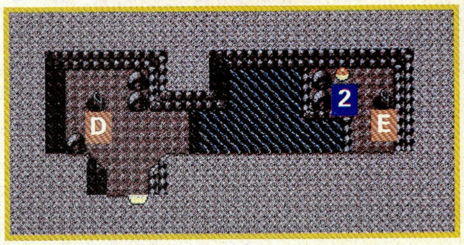
NW Entrance



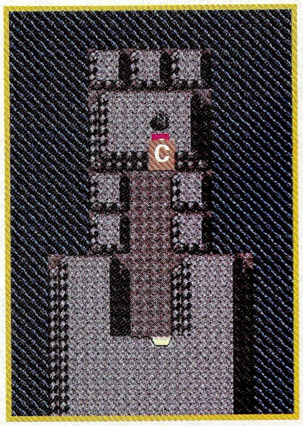
NE Entrance



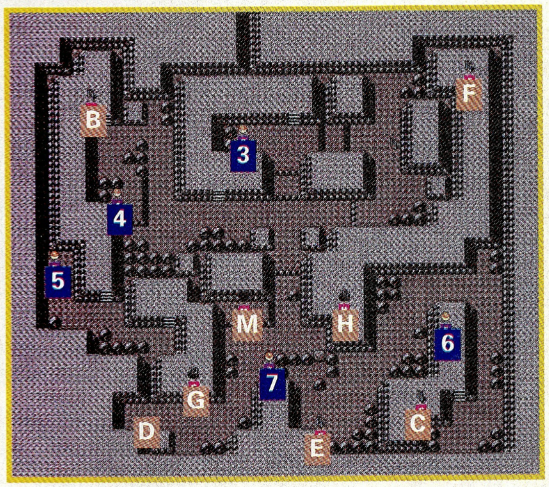
SW Entrance



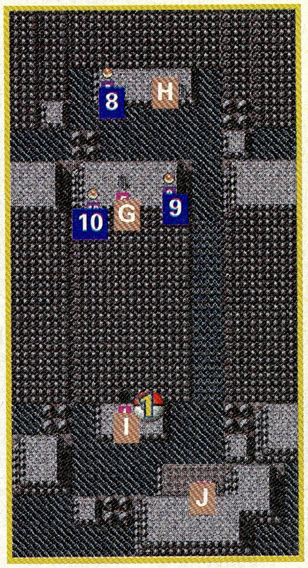
SE Entrance



Floor B1



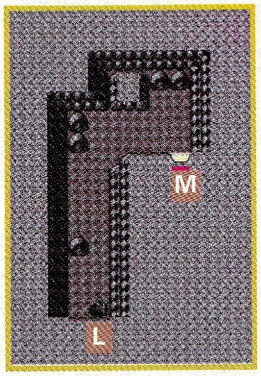
Floors B2-B4



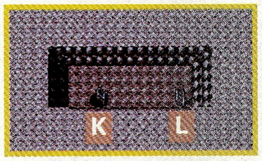
Items

1. Ultra Ball
2. Guard Spec.
3. Nugget
4. Full Restore
5. Carbos
6. Calcium
7. Escape Rope
8. Max Revive
9. Full Restore
10. Max Elixir

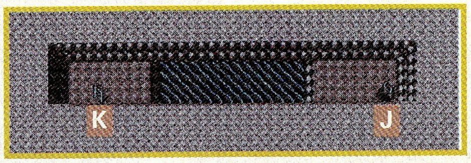
Floor B1



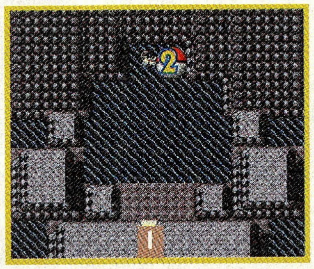
Floor B2



Floor B3



Lugia's Chamber



Floors B2-B4

	Morning	Day	Nite
Golbat	★ L27	★ L27	◆ L26-27
Krabby	● L24, L26	● L24, L26	● L24, L26
Seel	◆ L24, L26	◆ L24, L26	
Zubat	◆ L25	◆ L25	◆ L25
Horsea	● L15-24 (G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Seadra	(S-L40)		
Tentacruel	◆ L20-24		

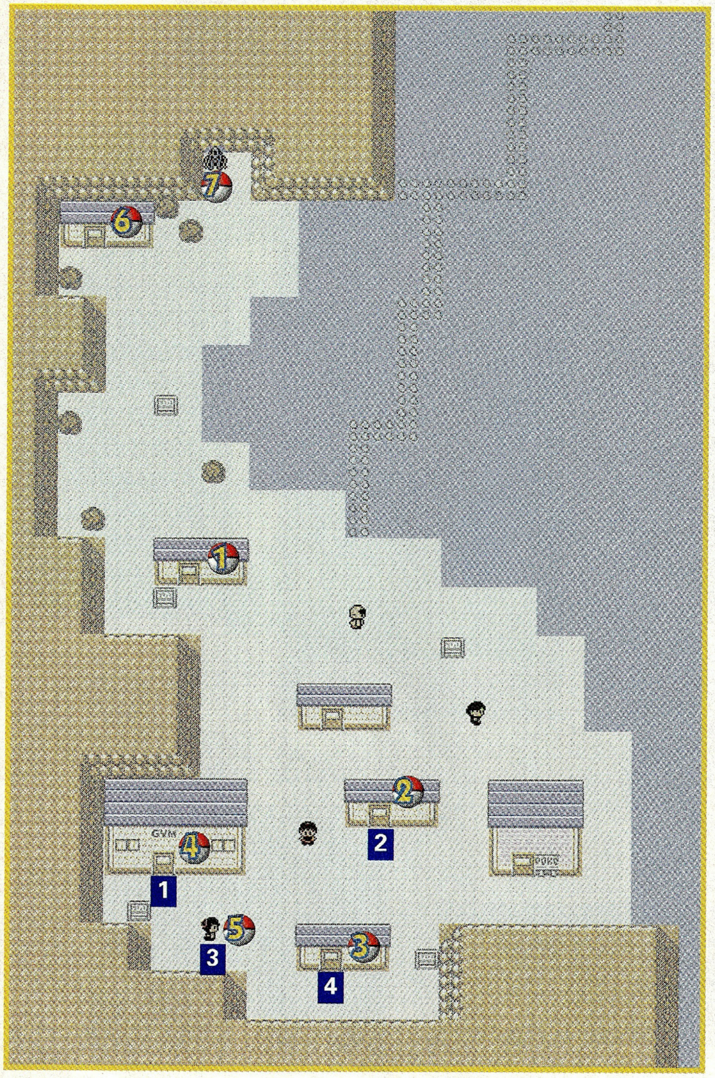
● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

Floor B4

	Morning	Day	Nite
Golbat	★ L28	★ L28	◆ L27-28
Krabby	● L25, L27	● L25, L27	● L25, L27
Seel	◆ L25, L27	◆ L25, L27	
Zubat	◆ L26	◆ L26	◆ L26
Horsea	● L20-24 (G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Seadra	◆ L20-24 (S-L40)		
Tentacruel	◆ L20-24		
Lugia	When you have the "Silver Wing" it will appear (L60).		

Cianwood City

Cianwood City sits on the shore of a rocky peninsula, across the water from Olivine City. If you schedule things well, you can ensure that your swim across is the only one you'll have to make. Because Cianwood City is where you'll find both HM02 (Fly) and the Storm Badge you need to activate it outside battle, it should be no problem for you to arrange a flight back to the mainland!



Items

1. Storm Badge; TM01 (Dynamicpunch)
2. Berry Juice
3. HM02 (Fly)
4. Secret Potion

Cianwood City Pharmacy

Potion	P300
Super Potion	P700
Hyper Potion	P1200
Full Heal	P600
Revive	P1500

1 Visit the photographer who lives in this house and have a memorial picture taken of your favorite Pokémon. (This feature only works if you have your Game Boy hooked up to your Game Boy Printer!)

2 In the Pokémon Center, you'll learn about the town Pokémaniac and his obnoxious affection for his prized Pokémon. When you talk to him, you learn he's already had another visitor—your Rival. Concerned for the safety of his last remaining Pokémon, he asks you to take care of it for him. If you have room in your party, he'll give you his Shuckle. The Pokémaniac's Shuckle is quite talented and can turn Berries into Berry Juice. Just give this Pokémon a Berry and check back after a while!

3 After you talk to Jasmine at the top of Olivine Lighthouse, the pharmacist in this simple Pharmacy sets aside his usual sales technique to offer you an amazing Secret Potion. It's just what Jasmine needs to cure the sick Lighthouse Pokémon, Amphy.

4 The Cianwood City Gym celebrates the prowess of Fighting-type Pokémon. If you don't have the right Pokémon in your party, you may be in trouble. But Pokémon compatibility is the least of your worries. To reach Chuck the Gym Leader, you'll need HM04 (Strength) to move the large boulders out of your way.

5 You can find Chuck's wife wandering outside the Gym. If you beat her husband, she'll give you HM02 (Fly) so you can avoid taking the long route home.

6 A visit to the Poké Seer's house tells you a lot about your Pokémon. The Poké Seer can look at a Pokémon and tell you when you found it, where you found it, at what level you found it, and how it feels about you.

7 Look over there—it's Suicune! You won't have the opportunity to catch it at this time, but you will have another meeting with the Suicune-fanatic, Eusine. This time Eusine challenges you to a battle in order to increase his stature with Suicune. Eusine travels with a Drowzee, an Electrode, and a Haunter. While powerful, his Pokémon are no match for your own!

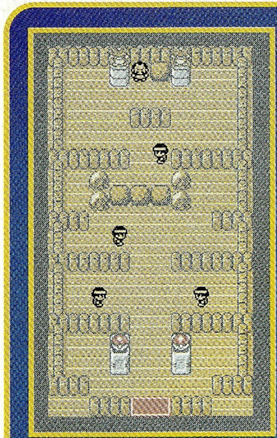
A POKéMON may be able to move this.

You'll need a Pokémon with Strength to clear this Gym!

	Morning	Day	Nite
Krabby	RS ◆ L15	RS ◆ L15	RS ● L15
Shuckle	RS ★ L15	RS ★ L15	
Corsola	(G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Staryu			(G-L20; S-L40)
Tentacool	● L15-24		
Tentacruel	◆ L20-24		
Shuckle	Get from the Pokémaniac in the house next to the Pokémon Center.		

● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super

Gym Leader Battle: Chuck of the Cianwood City Gym



The first two Trainers in the Gym hit you with a one-two punch. The first uses his Hitmonlee; the second goes with a Hitmonchan. If you survive their assault, you're home free—and that includes the battle with Chuck. If you've been training a Psychic Pokémon (Abra, Drowzee, or even an Espeon) since Ecruteak City, you'll have no problem defeating these finely tuned fighters!

Chuck's two Pokémon are an odd couple. Primeape is pretty easy to take out, but Poliwrath has an interesting combo move you should look out for. Poliwrath comes equipped with two new moves—Mind Reader and Dynamicpunch. Dynamicpunch is a strong attack with a low Accuracy rating; it's successful only about 50 percent of the time. When Dynamicpunch does connect, the opponent Pokémon takes damage *and* becomes Confused. To counteract the hit-or-miss nature of Dynamicpunch, Poliwrath can and will cast Mind Reader. This move guarantees that the next attack succeeds, regardless of that move's Accuracy. If you see Poliwrath cast Mind Reader, you know which move will follow. Fortunately, Poliwrath is also a Water-type Pokémon and vulnerable even to the usually helpless Bayleef/Meganium.

Battle Pokémon

Primeape ♂ L27 (Fighting)	Poliwrath ♂ L30 (Water/Fighting)
Leer	Hypnosis
Rage	Mind Reader
Karate Chop	Surf
Fury Swipes	Dynamicpunch

Recommended Pokémon Type

Flying • Psychic

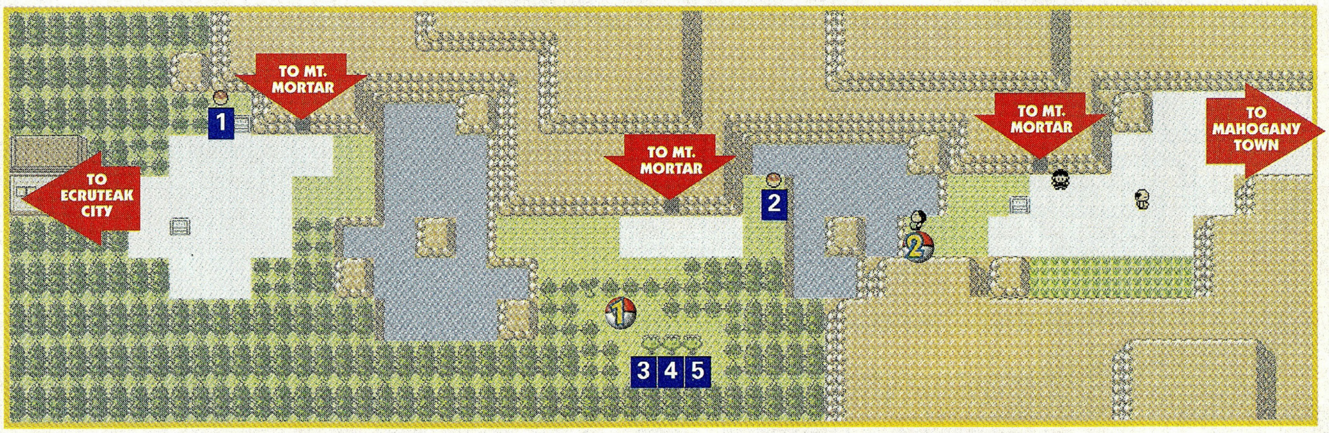
Prizes

Storm Badge: Makes Pokémon up to L70 obey you and allows you to use HM02 (Fly) outside of battle.

TM01 (Dynamicpunch): This move has an accuracy rating of 50%, but when it hits, it causes the opponent to become Confused.

Route 42

Route 42 is a great place to put your Headbutting moves to the test. After all, this route is one of the premiere locations for the Mountain Trees that are home to Heracross and Aipom. The small mountain lakes that divide this Route make it tough to cross unless you can Surf. Check back here after you complete the events in Ecruteak City and you should have no problem. You can even fish for a Goldeen to teach Surf to!



Items

1. Ultra Ball
2. Super Potion
3. PNK Apricorn
4. GRN Apricorn
5. YLW Apricorn

1 If you're searching for a Heracross and haven't found the right tree to Headbutt, welcome to a route full of them. Combine your search for this Bug/Fighting Pokémon with an Apricorn-collecting trip. This tiny alcove across from the third entrance to Mt. Mortar has trees bearing both new Apricorns and the elusive Heracross. Check it out!

2 Fisherman Tully has a habit of finding Water Stones while he's fishing. Trade phone numbers with him and he'll send his extras your way!

NOTE

Ask Fisherman Tully for his phone number after you defeat him.

	Morning	Day	Nite
Arbok	★ L15	★ L15	
Ekans	◆ L13	◆ L13	
Fearow	★ L16	★ L16	
Golbat			◆ L16
Marill			★ L15
Raticate	◆ L16	◆ L16	◆ L15

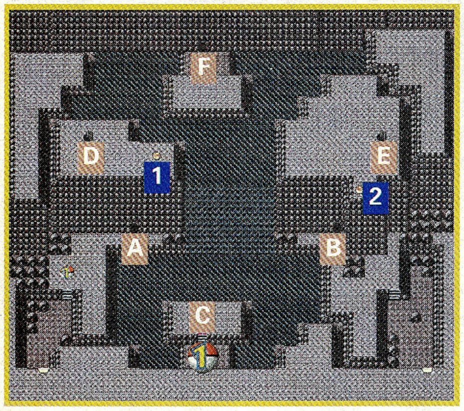
	Morning	Day	Nite
Rattata	◆ L15	◆ L15	◆ L13
Spearow	◆ L14	◆ L14	
Zubat			◆ L14
Goldeen	● L15-24 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	◆ L20-24 (S-L40)		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

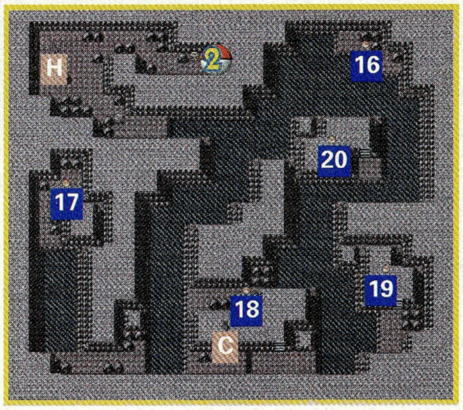
Mt. Mortar

Mt. Mortar is a large mountain cave that stretches the length of Route 42. It has three entrances, which can make life a little confusing if you're heading into the cave with a single purpose. Before you set off on any major expeditions, check the maps and make sure the entrance you choose is the one you really want. The high rate of encounter with the Wild Pokémon here makes errors in navigation costly indeed!

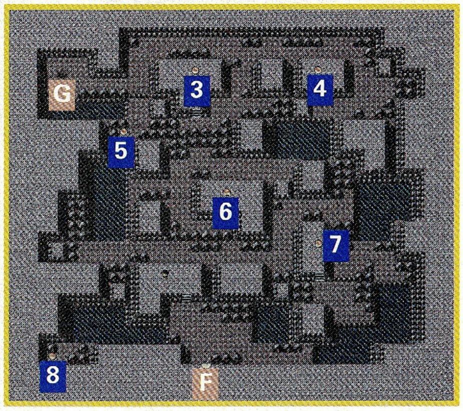
Floors 1F-2F



Floor B1



Floor 2F (Inside)



1 Karate King Kiyo, Leader of the Fighting Dojo in Saffron City, is training on the bottom floor of Mt. Mortar. If you decide to find and challenge him, use this center entrance which offers access to the water. To reach karate King Kiyo, you must swim up the waterfall (you must have HM07 [Waterfall] to attempt this) to the ladder at Point F and then take the long way down to Floor B1.

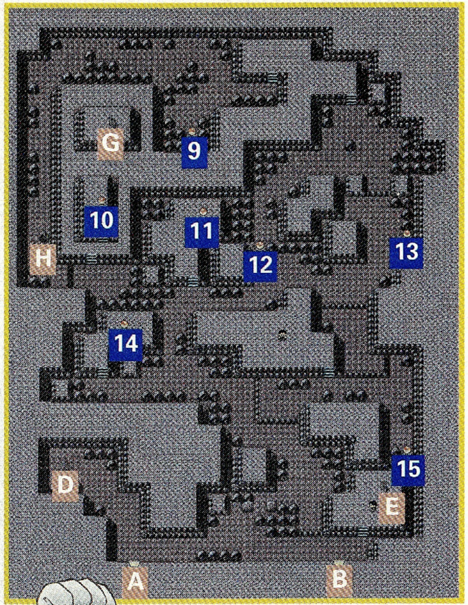
Floors 1-2F

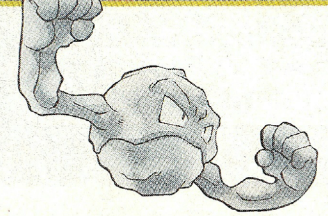
	Morning	Day	Nite
Geodude	★ L14	★ L14	★ L14
Golbat	◆ L13	◆ L13	◆ L13
Machop	◆ L14	◆ L14	
Marill			◆ L14
Raticate	★ L16	★ L16	★ L16
Rattata	◆ L14	◆ L14	◆ L14
Zubat	◆ L13	◆ L13	◆ L13
Goldeen	● L15-19 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Marill	◆ L20-24		
Seaking	◆ L20-24 (S-L40)		

Items

1. Ether
2. Revive
3. Dragon Scale
4. Escape Rope
5. Elixir
6. TM40 (Defense Curl)
7. Max Potion
8. Rare Candy
9. Max Revive
10. Iron
11. Ultra Ball
12. Max Potion
13. Nugget
14. Hyper Potion
15. Escape Rope
16. Max Ether
17. Carbos
18. PP Up
19. Full Restore
20. Hyper Potion

Floor 1F (Inside)





Karate King Kiyo hails from Saffron City in Kanto and is Leader of the Fighting Dojo. If you've played *Pokémon Red*, *Blue*, or *Yellow*, you'll recall that the Fighting Dojo was once a part of the Saffron City Gym. You'll also remember that the Fighting Dojo was where you chose between getting a Hitmonlee or a Hitmonchan. It should come as no surprise, then, that if you beat Karate King Kiyo in a Pokémon battle, you'll get a Fighting-type Pokémon. No, it's not Hitmontop! It's more like a pre-evolved form of all three....

Intrigued? Then make sure you have an empty spot in your Pokémon belt before you take on Karate King Kiyo; otherwise, you'll make a long trip back after your victory to claim your prize!

Floor B1

	Morning	Day	Nite
Geodude	★ L16	★ L16	★ L16
Golbat	◆ L17	◆ L17	◆ L17
Machop	◆ L16	◆ L16	
Marill			◆ L16
Raticate	★ L18	★ L18	★ L18
Zubat	● L15, L17	● L15, L17	● L15, L17
Goldeen	● L15-19 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Marill	◆ L20-24		
Seaking	◆ L20-24 (S-L40)		
Tyrogue	(L10) Receive this when you win the battle against King Karate.		

● = Common	◆ = Normal	★ = Rare
O = Old	G = Good	S = Super

Floor 2F (Inside)

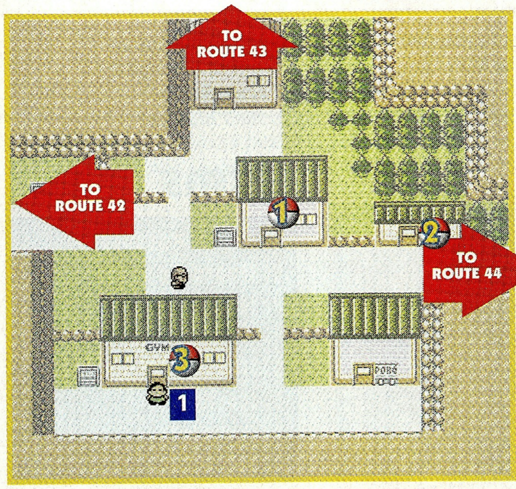
	Morning	Day	Nite
Geodude	◆ L31	◆ L31	◆ L31
Golbat	★ L30	★ L30	◆ L30, L32
Graveler	◆ L31	◆ L31	◆ L31
Machoke	◆ L32	◆ L32	
Machop	★ L28	★ L28	
Marill			★ L28
Raticate	◆ L30	◆ L30	◆ L30
Goldeen	● L20-24 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Marill	◆ L25-29		
Seaking	◆ L25-29 (S-L40)		

Floor 1F (Inside)

	Morning	Day	Nite
Geodude	◆ L13	◆ L13	◆ L13
Golbat	★ L15	★ L15	★ L15
Machop	◆ L15	◆ L15	
Marill			★ L15
Raticate	◆ L14	◆ L14	◆ L15
Rattata	◆ L14	◆ L14	◆ L14
Zubat	★ L15	★ L15	◆ L15

Mahogany Town

Mahogany Town is a quiet, out-of-the-way village nestled in the mountainous regions of Johto. It's home to the Glacier Badge and offers direct passage to the Lake of Rage. Unfortunately, Mahogany Town also seems to be under the influence of Team Rocket and most of the town's usual operations have been suspended. Talk to anyone: They'll recommend you head up to the Lake of Rage first to find the source of the problem!



Arrgh... You found the secret stair-

Lance helps you find a secret location in the Poké Mart!

Items

1. Glacier Badge and TM16 (Icy Wind)

Rocket Hideout Shop

Tinymushroom	₽500	Poké Ball	₽200
Slowpoketail	₽9800	Potion	₽300

Old Woman's Shop

Ragecandybar	₽300	Parlyz Heal	₽200
Great Ball	₽600	Super Repel	₽500
Super Potion	₽700	Revive	₽1500
Hyper Potion	₽1200	Flower Mail	₽50
Antidote	₽100		

Take over the RADIO TOWER.

Goldenrod City is under siege! You've got to do your part to save the City and the Radio Tower!

The Poké Mart in Mahogany Town can't decide which goods to carry. Perhaps that has something to do with the current management? Until you solve the problems at the Lake of Rage, you'll have to go elsewhere to find real merchandise. After you run Team Rocket out of town (they hide out in a shop basement), a kindly old woman will take over the shop and offer a more appropriate line of goods.

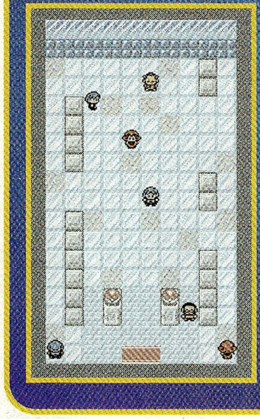
There's nothing worse than a pushy salesman! This man won't get out of your way until you get the Glacier Badge—no matter how many Ragecandybars you buy from him! Save your money and be patient!

3

The Gym in Mahogany Town is famous for its Ice Pokémon. They've even duplicated their icy habitat in the Gym itself. Once you take care of Team Rocket, you'll see for yourself how much fun snow and ice can be! Until then, the door is blocked and you can't enter.

NOTE After you get the Glacier Badge, expect a disturbing call from Prof. Elm: Team Rocket has taken its knowledge of radio transmission to Goldenrod City and taken over the Radio Tower. It isn't using it to harm any Pokémon yet, but it's frantically trying to contact its missing leader, Giovanni. Head over to Goldenrod City as soon as you can to put an end to Team Rocket once and for all. The last thing anyone needs is for Giovanni to return!

Gym Leader Battle: Pryce of the Mahogany Town Gym



You're unlikely to have run into many Ice Pokémon until now, so you have a lot to learn in a short period of time. Ice Pokémon, on the whole, are strong against other Ice attacks and weak against Fire, Fighting, Rock, and Steel types. The problem is there are no pure Ice Pokémon in the game; they're all Ice hybrids. Usually, you'll find Ice combined with Water, in the case of Cloyster and Dewgong, which negates the super-effective status of those Fire attacks. You'll also see Ice combined with Flying (as with Articuno) or with the Psychic powers (as with Jynx), negating the super-effectiveness of Fighting-type moves. In this Gym you'll also find a new Ice hybrid that mixes Ice with Ground—the mammoth-like Swinub and Piloswine. This combination negates the extra power of Rock-type moves.

So how should you proceed in this battle? A good Electric Pokémon or Electric-Water mix should be able to take on all Pryce's Pokémon with good effect, as long as the Pokémon is of the same level as Pryce's. Electric moves work well against the Seel and Dewgong; Water moves should drown out Pryce's Piloswine. The other factor in your favor is sheer strength. Look at the levels of Pryce's Pokémon compared to Jasmine's at the Olivine City Gym: Jasmine's Pokémon were not only better protected, but they were of a higher level. If you could beat them, Pryce's Pokémon should present no problem.

Battle Pokémon

Seel ♂ L27 (Water)	Dewgong ♂ L29 (Water/Ice)	Piloswine ♂ L31 (Ice/Ground)
Headbutt	Headbutt	Icy Wind
Icy Wind	Icy Wind	Fury Attack
Aurora Beam	Aurora Beam	Mist
Rest	Rest	Blizzard

Recommended Pokémon Type

Electric • Fire • Steel • Water

Prizes

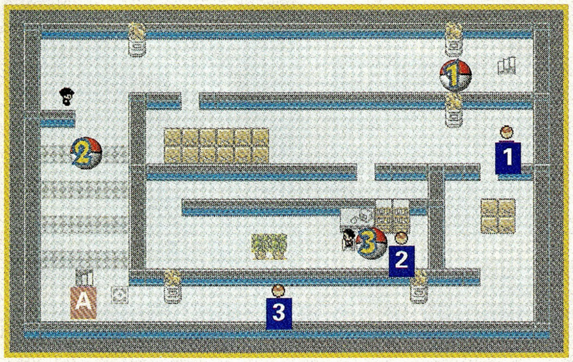
Glacier Badge: Increases the Special stats of all of your Pokémon and allows you to use (Whirlpool) outside of battle.

TM16 (Icy Wind): This move has a normal attack with the added feature of lowering your opponent's Speed by 1 point.

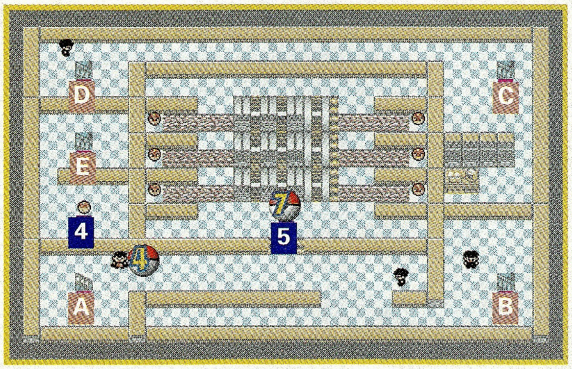
Team Rocket's Hideout

They're back! Team Rocket has chosen yet another subterranean location as their hideout and it's up to you (with Lance's help) to put an end to their latest diabolical plan! As you know, they're using this hideout, conveniently located beneath the Mahogany Town Poké Mart, to transmit a high-frequency sound that's driving the Gyarados at the Lake of Rage absolutely mad. The hideout is pretty well guarded, but Team Rocket members will tell all once you defeat them. Be sure to talk to each one after a battle to get tips and hints on how to shut down their hideout!

Floor B1



Floor B2



Items

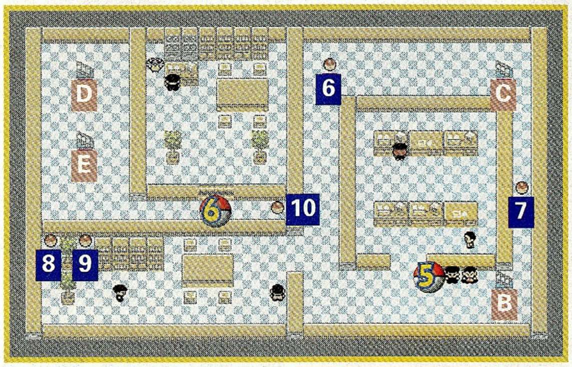
1. Hyper Potion
2. Guard Space
3. Nugget
4. TM46 (Thief)
5. HM06 (Whirlpool)
6. Ice Heal
7. Protein
8. Full Heal
9. Dire Hit
10. Ultra Ball

1

Team Rocket has Surveillance Cameras everywhere; they're concealed in the Pokémon Statues! Whenever you step in front of one, two Team Rocket Grunts will rush up and attack you. This gets kind of annoying after a while, so look for ways to avoid being seen until you can turn the cameras off!

NOTE Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Floor B3

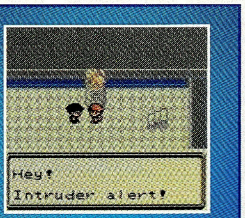


2 If the Surveillance Cameras aren't enough, Team Rocket has also laid floor traps. Whenever you step into the striped area, you'll be thrust into a battle with a Geodude, Koffing, or Voltorb confined there. Again, these battles can become annoying after a while, so search for an alternative path through the hideout!

3 A computer controls the switch to turn off the Surveillance Cameras. Merely examine the computer near Scientist Jed. Once you've deactivated the cameras, you can wander around pretty freely. There's no way to turn off the floor traps, though.

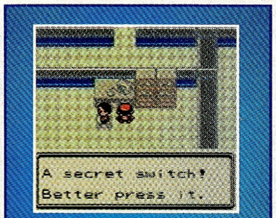
4 On the second floor of the hideout, talk to Lance to heal your Pokémon. You'll want them to be fighting fit for the task to come!

5 Your next challenge is to learn the two passwords that open the hideout's locked doors. If a Team Rocket Grunt knows anything, you'll find out once you've beaten him or her in battle. Keep that in mind as you pick fights with the two Grunts on this level.



Hey!
Intruder alert!

Do you get the idea that walking in front of these statues is a bad thing?



A secret switch!
Better press it.

Look at the computer to find the switch for the Surveillance Cameras.

6 After you get the two passwords (Slowpoketail and Raticate Tail), head to the Boss's Office on Floor B3. Before you get there, you'll get to check with your Rival again. This time he insists he'll defeat Team Rocket before you, but he's also distracted by his recent loss to your friend, Lance. Regardless, he doesn't feel like battling you again, so you're off the hook for a while longer! This is good, because you must take on a Team Rocket Executive inside the office and you need your strength!. Afterward the Murkrow will tell you the remaining password to the Machine Room.

7 The final step in dismantling Team Rocket's hideout is the Machine Room itself. Before you can touch the machinery, though, you must take on the last of the Team Rocket Executives. (Lance handles the one that ambushes you.) You must then make the ultimate sacrifice. Six Electrode power the machine transmitting that horrible sound. You must defeat the three on your side to shut down the machine and save the day. When you succeed, Lance gives you HM06 (Waterfall) as a reward!

Floor B1

	Morning	Day	Nite
Geodude	In trap (L21)		
Koffing	In trap (L21)		
Voltorb	In trap (L23)		

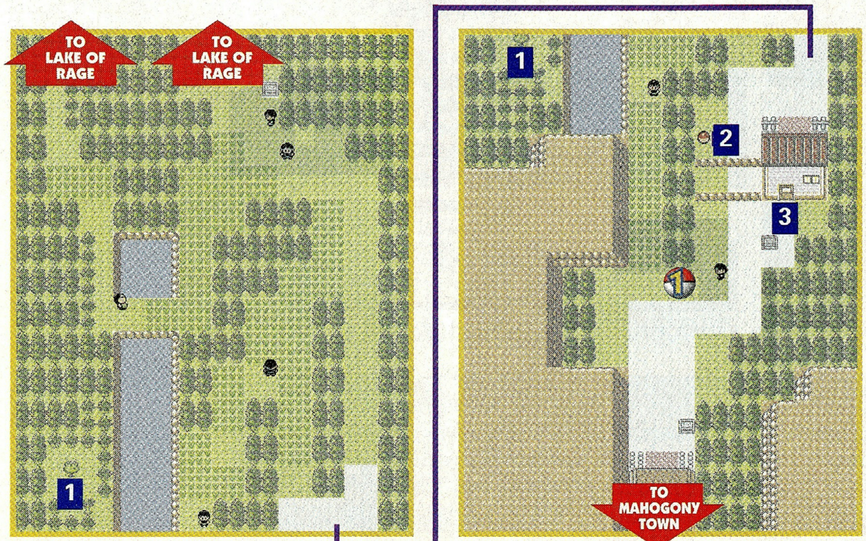
Floor B2

	Morning	Day	Nite
Electrode	In electrical outlets (L23)		

● = Common
◆ = Normal
★ = Rare
○ = Old
G = Good
S = Super

Route 43

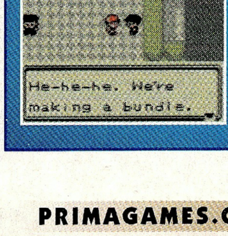
Route 43 is a heavily forested path that leads from Mahogany Town to the Lake of Rage. Normally, it's a peaceful little road, but Team Rocket's presence is stirring things up and making life uncomfortable for humans and Pokémon alike.



1 There are two ways to travel north on Route 43. You can travel through the grass and risk a random battle or two, or you can go through the gatehouse. Normally this wouldn't be a bad idea, but Team Rocket has taken over the gatehouse and is charging a fee of P1000 to pass through. If you find yourself making a lot of trips between Mahogany Town and the Lake of Rage, that fee will really add up! The only way to get rid of the fee is to get rid of Team Rocket. Once you do, the gatehouse attendant will give you TM36 (Sludge Bomb) as a memento.

Items

1. Bitter Berry
2. Max Ether
3. TM36 (Sludge Bomb)



He-he-he. We're
making a bundle.

To get rid of the toll, you must get rid of Team Rocket. Don't worry, the answer to this problem will come shortly!

	Morning	Day	Nite
FarFetch'd	◆ L16	◆ L16	
Furret	◆ L15; L17	◆ L15; L17	
Noctowl			◆ L16
Pidgeotto	◆ L16	◆ L16	
Raticate	★ L17	★ L17	◆ L16-17

	Morning	Day	Nite
Sentret	◆ L15	◆ L15	
Venomoth			★ L17
Venonat			● L15, L17
Magikarp	● L10-24 (O-L10; G-L20; S-L40)		
Poliwag	(O-L10; G-L20; S-L40)		

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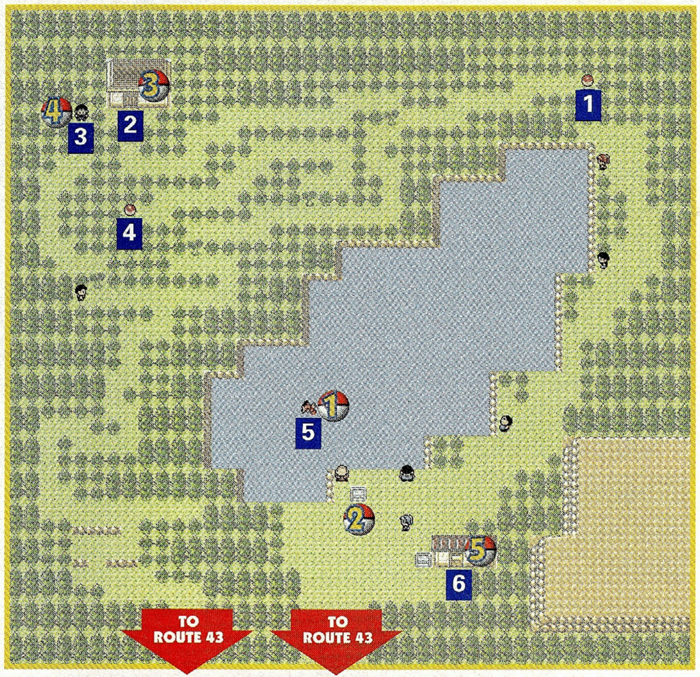
NOTE Ask Picnicker Tiffany for her phone number after you defeat her in battle.

Lake of Rage

It's said the Lake of Rage was created the last time the Gyarados got together and stirred up a storm. The crater that remained filled with rainwater and became the Lake of Rage. Now it's a pleasant fishing spot filled with Magikarp and the occasional Gyarados—at least it was until the strange radio signal caused the Magikarp to mutate into angry Gyarados.



1 In the Lake of Rage, the Gyarados are on the rampage and no one knows why. To top things off, a red Gyarados has appeared in the middle of the lake, but everyone knows that Gyarados are *blue!* If you could capture that Gyarados, you'd have not only an usual addition to your collection, but you might find out something about the outbreak of anger.

2 After you defeat the Red Gyarados, you'll get the Red Scale. This item causes Lance, a curious Pokémon Trainer, to appear by the lake sign. Talk to Lance and he'll share his suspicions about the Lake's Gyarados situation and ask you to help him. Agree, and he'll meet you back at the Pokémon Mart in Mahogany Town.

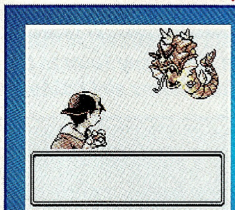
3 Left of the Lake lies a forest maze you can reach only from a path on Route 43. Hidden among the trees and dead ends, you'll find a small hut where you can get TM10 (Hidden Power). This move differs for every Pokémon who uses it because it draws on that Pokémon's hidden strengths and powers. Sounds cool!

Items

1. TM43 (Detect)
2. TM10 (Hidden Power)
3. BlackBelt (only on Wednesday)
4. Max Ether
5. Red Scale
6. Ether

4 Every Wednesday you can find Wesley of Wednesday who gives out Black Belts as souvenirs. This Item, when attached to a Pokémon, increases the power of its Fighting-type moves.

5 After you defeat Team Rocket in its underground hideout, things at the Lake of Rage return to normal. The Fishermen come back (with new opportunities for Pokémon Battles) and the Fishing Guru starts up his Magikarp Contest. Take the Fishing Guru any Magikarp you've caught and he'll measure it. If it's bigger than the current record (recorded on the sign outside his house), you win an Ether item as a prize. The Super Rod seems to be the key to winning this contest—that and unlimited patience.



Colored Pokémon such as the Red Gyarados pop up once in a while in *Pokémon Crystal*. You'll know you've found one by the swirl of stars around it when it first appears on the Battle screen. And when you encounter one, you can't escape from battle until you defeat or capture it. Colored Pokémon make a neat addition to any collection!

3'7" caught by GOLD

You can win this contest. It just takes time and luck!

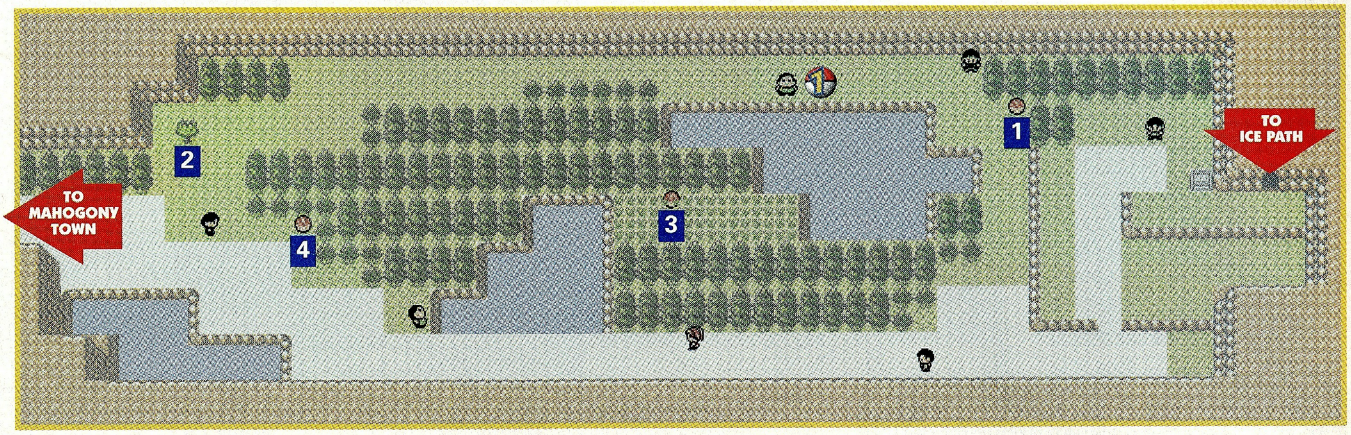
	Morning	Day	Nite
Gyarados	◆ L15-19 (G-L20; S-L40)		
Magikarp	● L10-19 (O-L10; G-L20; S-L40)		
Gyarados	You'll find a Red one in the water (L30).		

● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super

TIP Take the Red Scale to Mr. Pokémon's house and trade it for the Exp. Share Item. Exp. Share is a re-tooled version of *Pokémon Red, Blue,* and *Yellow's* Exp. All Item. When you attach this to a Pokémon in your active party, it automatically receives half of the experience points earned in any battle. You no longer have to use the bait-and-switch method to level up low-level Pokémon!

Route 44

Once you get the Glacier Badge in Mahogany Town, you'll be able to travel down this short Route to the opening of the Ice Path. Nothing of much importance happens on this Route, although there are a lot of trainers here that you can hone your skill(s) on. The next stop after the Ice Path is Blackthorn City and the final Gym in the Challenge!



Items

1. Ultra Ball
2. Burnt Berry
3. Max Revive
4. Max Repel

Wilton the Fisherman sometimes catches discarded Items while he's fishing. He has a knack for catching Poké Balls. Give him your phone number, and he'll see what he can do for you.

NOTE

Ask Wilton and Vance for their phone numbers after you defeat them.

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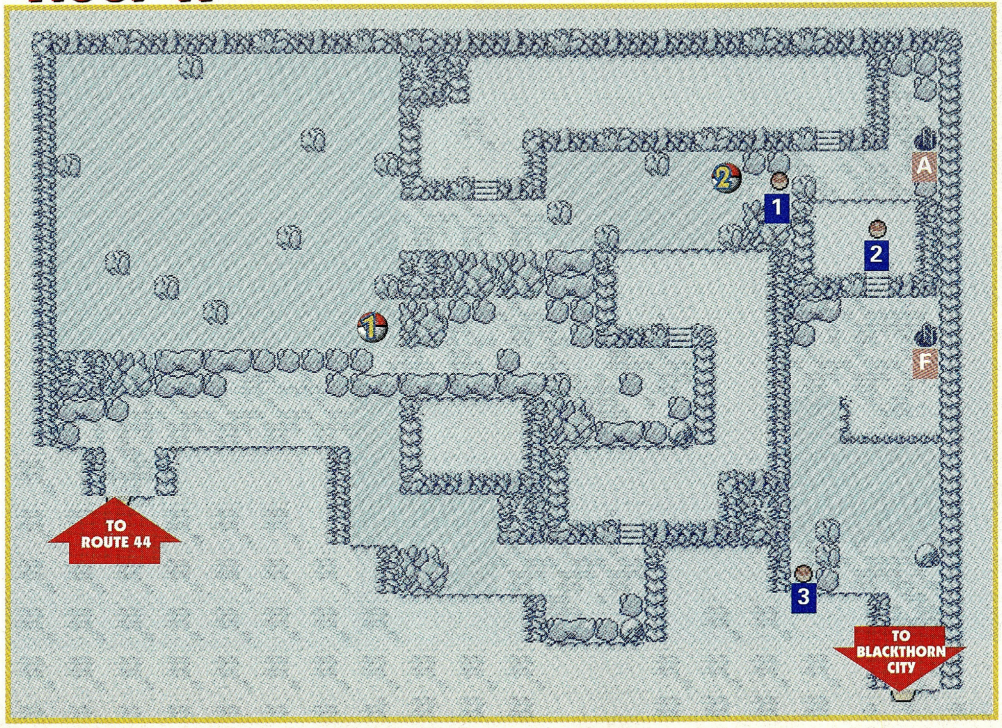
	Morning	Day	Nite
Bellsprout	◆ L22	◆ L22	◆ L22
Lickitung	●L22,L24,L26	●L22,L24,L26	
Poliwag			◆ L22
Poliwhirl			◆ L24, L26
Tangela	◆ L23	◆ L23	◆ L23
Weepinbell	◆ L24	◆ L24	◆ L24
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L20-29 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L25-29		

Ice Path

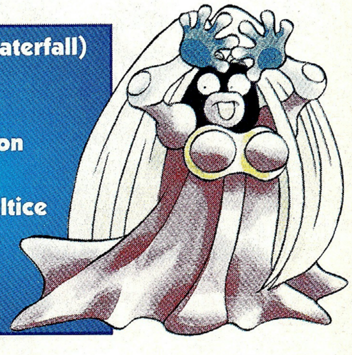
Floor 1F



This icy cave is full of surprises and mind-boggling puzzles. The Ice patches on the first floor are sure to keep you sliding around for hours as you try to figure out which rock to use as a hand-hold. In the meantime, you should keep your eyes out for both new Pokémon and a few familiar faces. If you are concerned about facing the Dragon Pokémon that lie ahead, add a Jynx to your battle party!

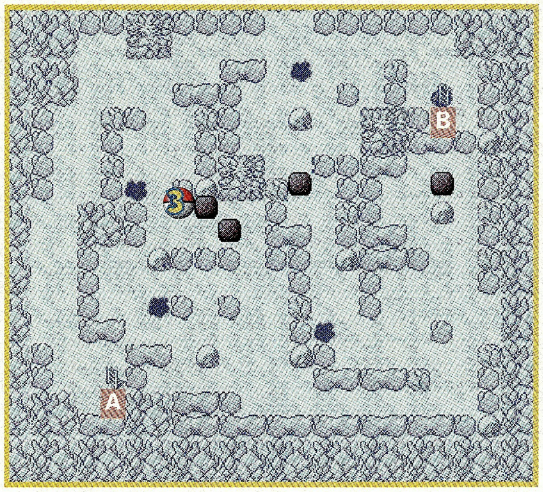
Items

1. HM07 (Waterfall)
2. Protein
3. PP Up
4. Max Potion
5. Full Heal
6. Nevermeltice
7. TM44 (Rest)
8. Iron

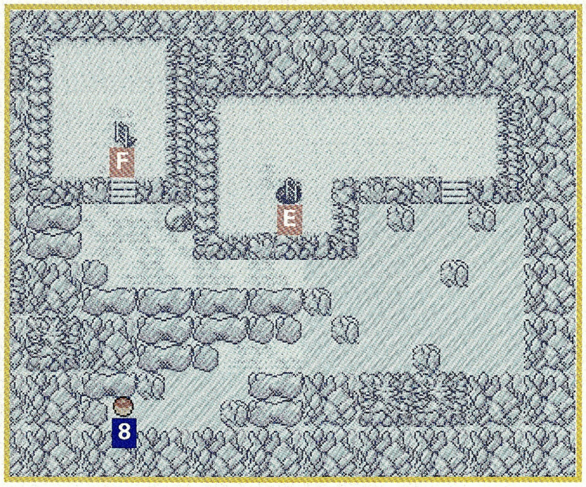


1 The Ice Path contains the most challenging caves to get through. Much like the Gym in Mahogany Town, the Ice Path is full of sheets of slippery ice, punctuated with the odd boulder or patch of sand so that you can regain your balance. This first puzzle is the hardest in the cave to get through. You have to slide from boulder to boulder until you find the one that lines you up with the exit.

Floor B1

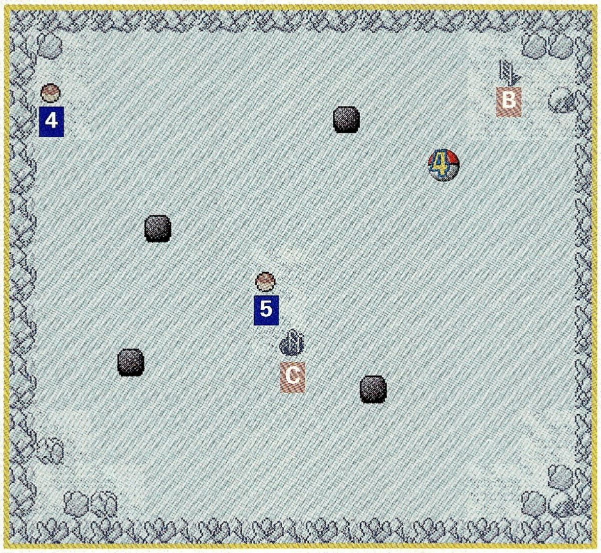


Floor B1

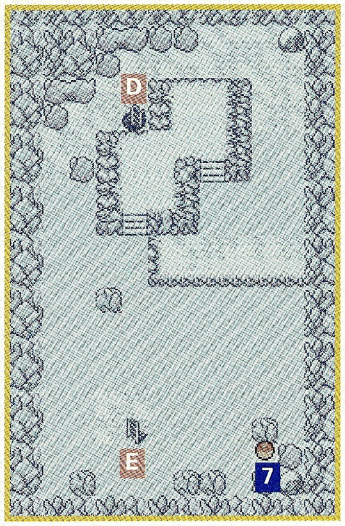


2 HM07 (Waterfall) is one of the items you can pick up in the Ice Path. However, getting this important Hidden Machine requires you to solve yet another ice puzzle. This one is a little easier than the large ice field you just got through!

Floor B2



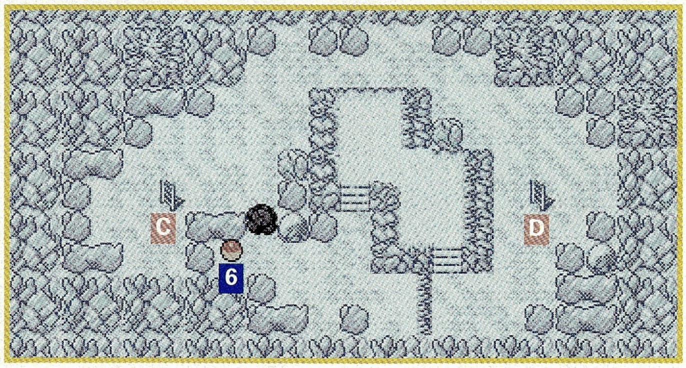
Floor B2



3 On Floor B1, your goal is to push the boulders through the holes in the floor to the level below. If you should end up falling through the ice before you complete this task, you'll quickly understand why the boulders are needed. The catch here is that you have to figure out which boulders go in which holes and then determine the best path to get them there. If you make a mistake and need to reset the puzzle, just go up or down a floor.

4 The Boulders from the floor above form the bumpers you need to pinball yourself across the ice and onto the dirt in the middle of the level, where the next ladder is. If you end up on this floor before all of the boulders are in place, just slide back to the ladder at Point B and climb back up to Floor B1.

Floor B3



Ice Path 1F

	Morning	Day	Nite
Delibird			● L21, 23
Golbat	◆ L22, 24	◆ L22, 24	◆ L22, 24
Swinub	● L21, 23	● L21, 23	
Zubat	◆ L22	◆ L22	◆ L22

NOTE

Match the lettered boxes on the maps to see where a staircase or teleporter will lead.

Ice Path B1

	Morning	Day	Nite
Delibird			● L22, 24
Golbat	◆ L23, 25	◆ L23, 25	◆ L23, 25
Jynx	★ L22	★ L22	
Sneasel			★ L22
Swinub	● L22, 24	● L22, 24	
Zubat	◆ L23	◆ L23	◆ L23

Ice Path B2

	Morning	Day	Nite
Delibird			● L23, 25
Golbat	◆ L24, 26	◆ L24, 26	◆ L24, 26
Jynx	★ L22, 24	★ L22, 24	
Sneasel			★ L22, 24
Swinub	● L23, 25	● L23, 25	
Zubat	◆ L24	◆ L24	◆ L24

Ice Path B3

	Morning	Day	Nite
Delibird			● L24, 26
Golbat	◆ L25	◆ L25	◆ L25
Jynx	★L22,L24,L26	◆L22,L24,L26	
Krabby	RS ◆ L15	RS ◆ L15	RS ● L15
Shuckle	RS ● L15	RS ● L15	
Sneasel			◆L22,L24,L26
Swinub	● L24, 26	● L24, 26	
Zubat	◆ L25	◆ L25	◆ L25

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◆ = Normal
★ = Rare
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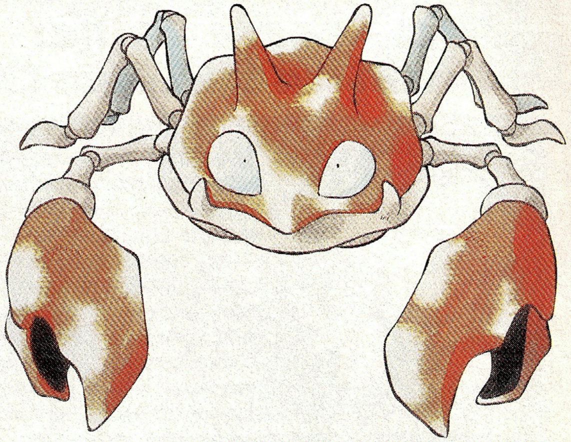
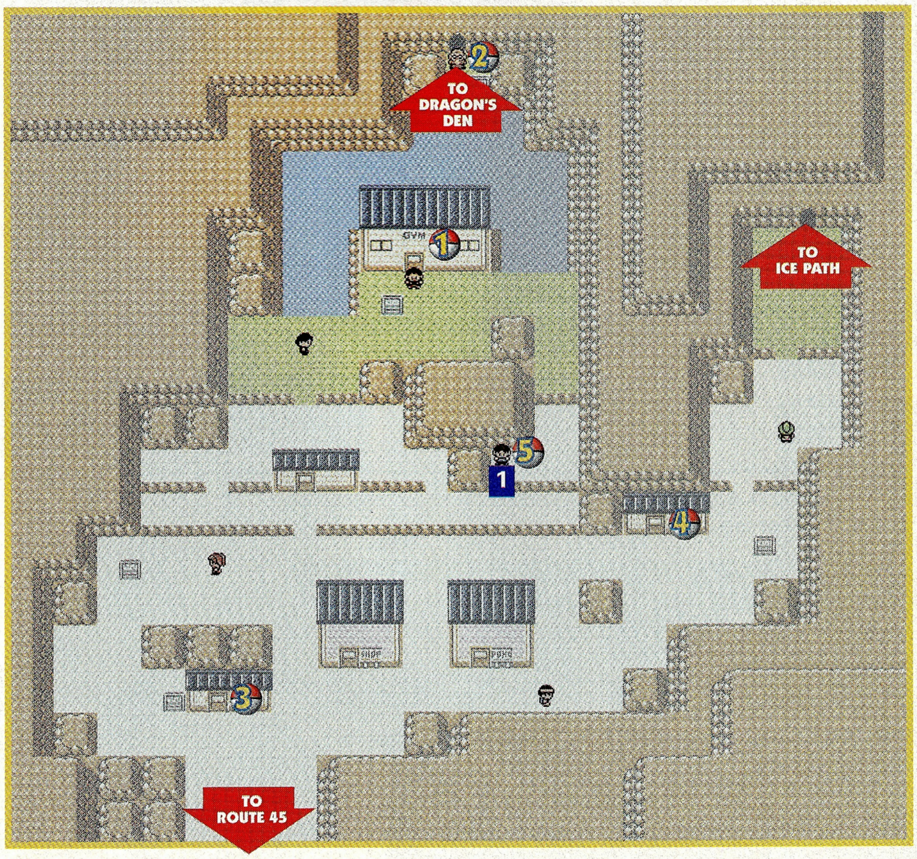


Blackthorn City



Blackthorn City is the final stop on the Johto Pokémon Gym Challenge. Blackthorn's proximity to the Dragon's Den makes it a natural home for Dragon-obsessed Pokémon Masters. Ice Pokémon seem to work best against them, so pick one up on your way through the Ice Path. Also, be sure to check out the Pokémon Mart! Blackthorn City's place as the final city gives it access to the strongest Potions, Poké Balls, and other useful items in the region.

Poké Mart

Great Ball	P600
Ultra Balll	P1200
Hyper Potion	P1200
Max Potion	P2500
Full Heal	P600
Revive	P1500
Max Repel	P700
X Defend: Defend	P550
X Attack: Attack	P500

1 If you attempt to enter the Gym before you complete the Team Rocket event in Goldenrod City, you'll find that Clair, the Gym Leader, is training in the Dragon's Den and won't return until the Radio Tower is free.

2 This old man guards the Dragon's Den entrance, the most challenging place for anyone learning about Dragon-type Pokémon. You can't enter the Dragon's Den unless you have permission from Gym Leader Clair herself. No exceptions!

Items

1. Spell Tag (only on Saturdays)

3

Does your favorite Pokémon know a move you just can't get rid of? Take it to the Move Deleter and he'll help your Pokémon forget it. Visit him when you want a Pokémon to forget a HM or when you need a Pokémon to forget a move that didn't appear in *Pokémon Red*, *Blue*, or *Yellow* so you can use the Time Capsule!

4

The girl in the house nearest the Ice Path is looking for a female Dragonair. If you can find one, she'll trade you her Dodrio for it!

5

On Saturdays you can meet Santos of Saturday on the bluffs of this quiet mountain retreat. Santos has the Spell Tag hold item, which strengthens the Ghost-type moves of any Pokémon you attach it to. Scary, isn't it?

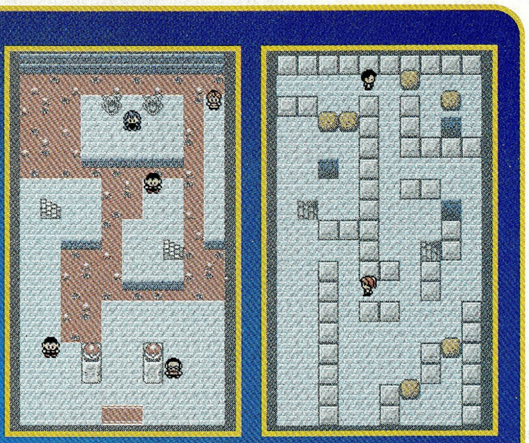
	Morning	Day	Nite
Magikarp	● L5-19 (O-L10; G-L20; S-L40)		
Poliwag	(O-L10; G-L20; S-L40)		
Dodrio	Trade a Dragonair ♀ for this to the girl in a house.		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

Gym Leader Battle:
Clair of the Blackthorn City Gym

The Blackthorn City Gym is a two-story monstrosity that requires strength as well as cunning to clear. You need a Pokémon with the Strength move to push the boulders through holes in the second floor down to the floor below. This creates bridges over the lava there so that eventually you can reach and challenge Gym Leader Clair.

If you haven't spent much time around Dragon Pokémon, this Gym may come as a shock to you. Dragon Pokémon are weak against only two types of attacks—Ice and Dragon. Their weakness to Dragon moves makes bringing another Dragon into battle a bad idea, but it does open the possibility of using other Pokémon types who can use Dragon-type moves. Gyarados is a good example of what I'm talking about, because defensively it won't be particularly weak or strong against any attack used (except Thunderbolt), but offensively should be able to use moves such as Dragon Rage and Twister (depending on level) to great advantage.



Of course, the best Pokémon to bring into the battle is an Ice Pokémon, and the best one in the area is a Jynx from the Ice Path. If you pick one up in the Ice Path before you head back to Goldenrod City to oust Team Rocket, you'll have plenty of time and opportunity to level it up and prepare it for battle. Ice Punch, Powder Snow, and Lovely Kiss are an effective group of moves against Clair's Dragons.

Battle Pokémon

Dragonair ♀ L37 (Dragon)	Dragonair ♀ L37 (Dragon)	Dragonair ♀ L37 (Dragon)	Kingdra ♀ L40 (Water/Dragon)
Thunder Wave	Thunder Wave	Thunder Wave	Smokescreen
Surf	Thunderbolt	Ice Beam	Surf
Slam	Slam	Slam	Hyper Beam
Dragonbreath	Dragonbreath	Dragonbreath	Dragonbreath

Recommended Pokémon Type

Ice

Prizes

Rising Badge: Allows you to use HM07 (Waterfall) outside of battle and makes all Pokémon obey you, regardless of level.

TM24 (Dragonbreath): Has a normal attack with an added 30% chance of Paralyzing your opponent.

Dragon's Den

Dragon's Den is the ultimate test for Dragon-obsessed Trainers. Earning the right to enter this underground den is considered a great honor. Surviving may lead to even greater things!

1

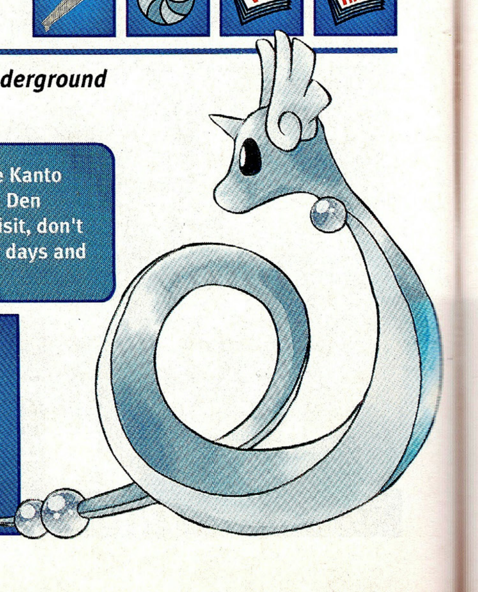
After you defeat Clair at the Blackthorn City Gym, you're ordered to come down here and take the Dragon Den Challenge before she gives you the Rising Badge. First, surf over to the shrine on the south side of the den and take the Master's Challenge. If you pass the test, Claire will delever the badge to you. Finally, you have all eight Badges and have completed the Johto Pokémon Gym Challenge! Now it's time to take on the Elite Four at Indigo Plateau.

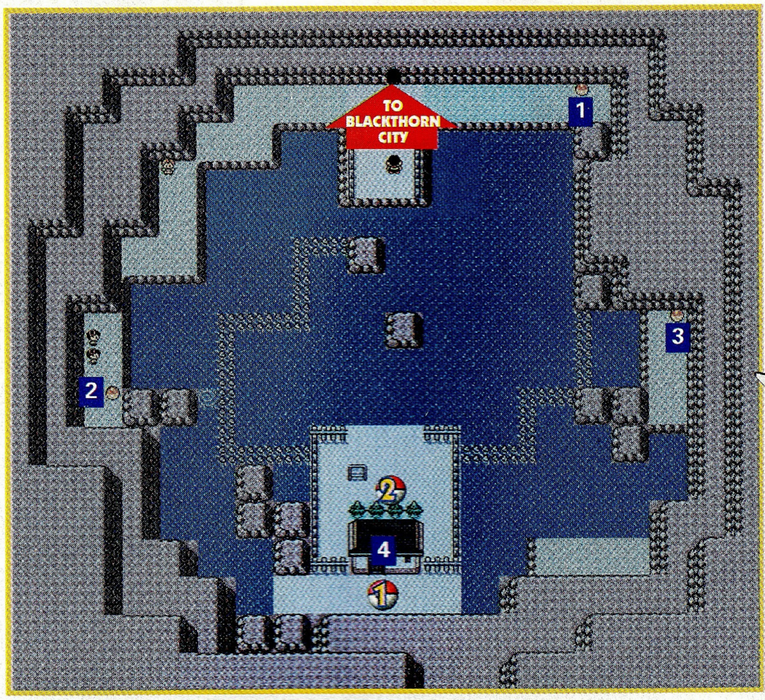
2

After you defeated your Rival at Mt. Moon in the Kanto region, you'll find him training here in Dragon's Den every Tuesday and Thursday. If you pay him a visit, don't come prepared for battle. These are his training days and he keeps strictly to his schedule.

No, I won't
battle you now.

Your Rival trains hard on Tuesdays and Thursdays. On Mondays and Wednesdays later on, you can find him ready to fight you again at Indigo Plateau.



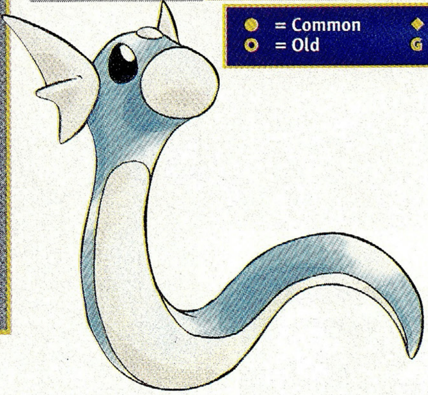


Items

1. Calcium
2. Max Elixir
3. Dragon Fang
4. Rising Badge; TM24 (Dragonbreath)

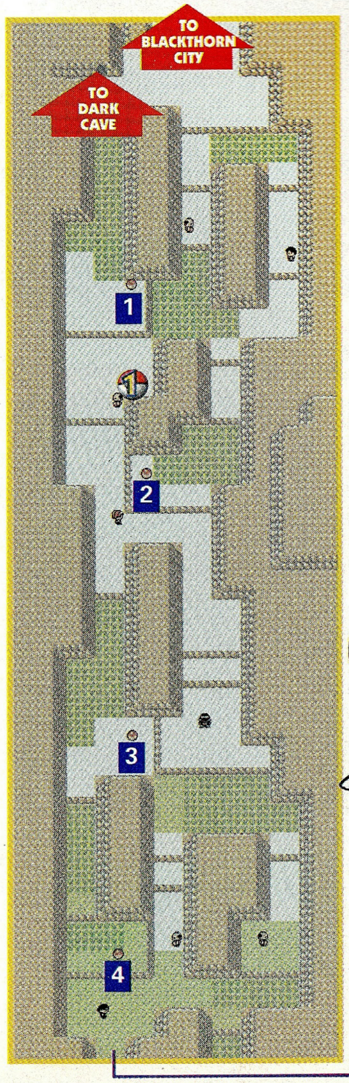
	Morning	Day	Nite
Dragonair	(S-L40)		
Dratini	◆ L10-14 (O-L10; G-L20; S-L40)		
Magikarp	● L10-19 (O-L10; G-L20; S-L40)		
Dratini	Get him from the Master Trainer (L15).		

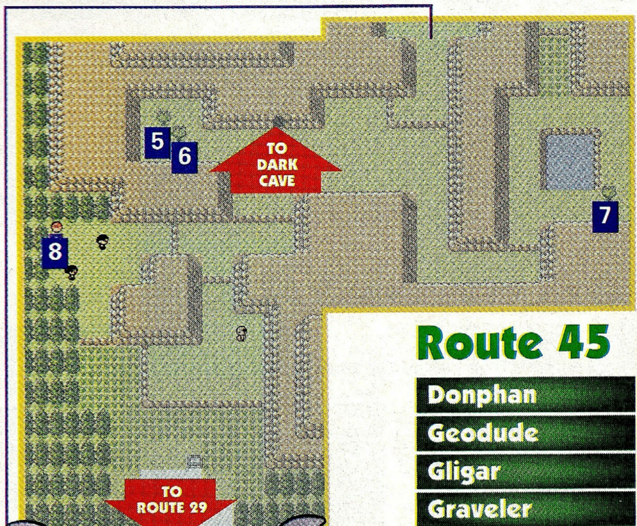
● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super



Routes 45 and 46

Routes 45 and 46 comprise a series of terraces and winding paths. You can climb down routes 45 and 46, but there's no way to climb back to the top. Flying or walking back up to Blackthorn City via Mahogany Town and the Ice Path is the only way to reach the top of this section. Remember that when you plan your descent.





Items

1. Elixir
2. Max Potion
3. Nugget
4. Revive
5. Berry
6. Przcureberry
7. Mysteryberry
8. X Speed

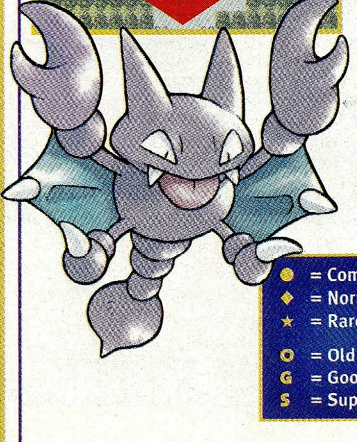
NOTE Ask Parry, Kenji, and Erin for their phone numbers after you defeat them.

Route 45

	Morning	Day	Nite
Donphan	◆ L25	◆ L25, L30	
Geodude	◆ L23	◆ L23	◆ L23
Gligar	◆ L24	◆ L24	◆ L24
Graveler	◆ L23	◆ L23	●L23,L25,L27
Phanpy	★ L20		
Skarmory	★ L27	★ L27	
Dragonair	(S-L10)		
Dratini	(G-L10; S-L10)		
Magikarp	● L5-9, L15-24 (O-L10; G-L10; S-L10)		

Route 46

	Morning	Day	Nite
Geodude	● L2-3	● L2-3	● L2-3
Phanpy	★ L2		
Ratatta	◆ L2-3	◆ L2-3	◆ L2-3
Spearow	◆ L2	◆ L2	

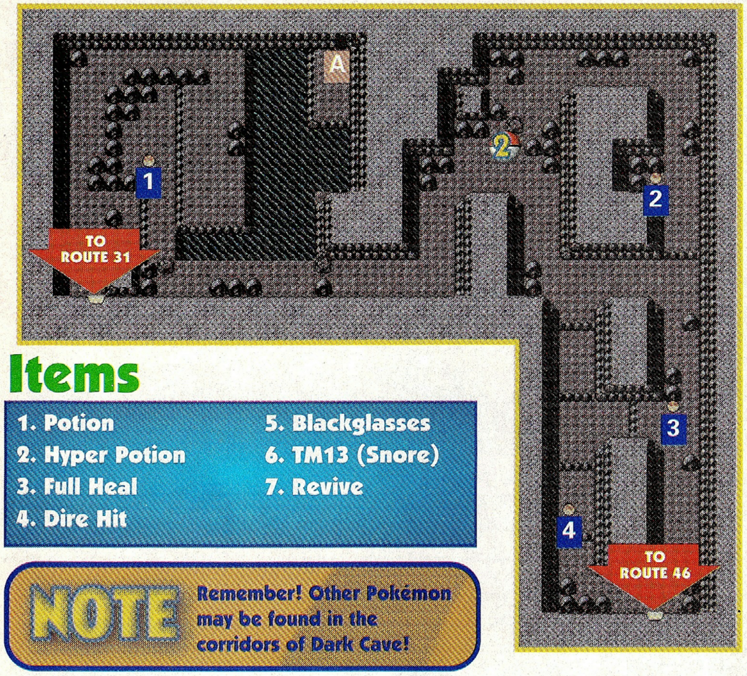


● = Common
◆ = Normal
★ = Rare
○ = Old
G = Good
S = Super

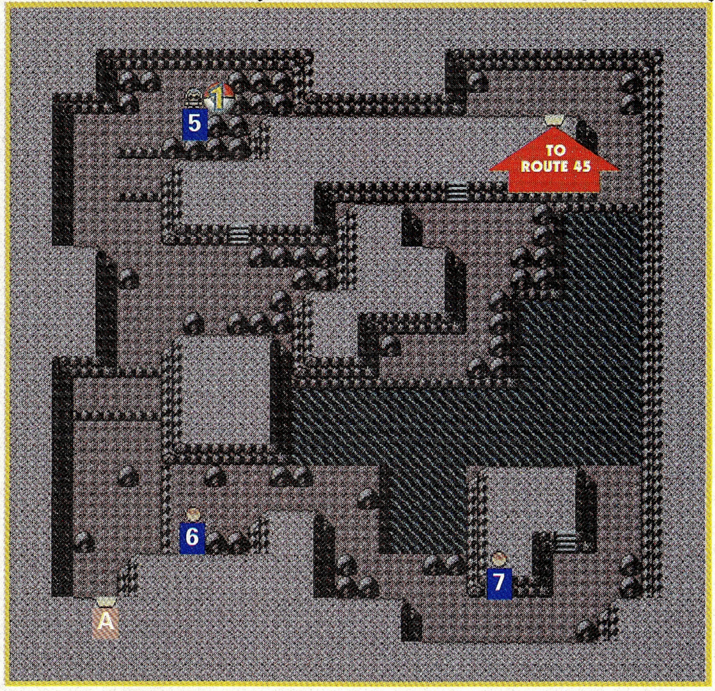
Dark Cave

People say this cave is a shortcut between Violet and Blackthorn Cities. Don't believe it! From the Violet City side, you can reach only the midpoint of Route 46. From the Blackthorn City side, however, your prospects are a little better. Dark Cave is aptly named for its complete lack of light! To enter, you must have the move HM05 Flash to illuminate the twisting passages. You won't get far without HM03 Surf and TM08 Rock Smash, either.

Dark Cave (Violet City Side)



Dark Cave (Blackthorn City Side)



Items

1. Potion
2. Hyper Potion
3. Full Heal
4. Dire Hit
5. Blackglasses
6. TM13 (Snore)
7. Revive

NOTE Remember! Other Pokémon may be found in the corridors of Dark Cave!

1 When you enter from the Blackthorn City entrance on Route 45, look for a man in dark glasses! Why he wears sunglasses in a dark cave is a mystery, but he's kind enough to give you a pair for your Pokémon if you'll forget you saw him. When you attach the Blackglasses Item to a Pokémon, it increases the power of its Dark-type moves.

2 When smashing rocks in the passages of the Violet City side of Dark Cave, listen for the scuttling claws of Krabby! These creatures can catch you off-guard unless you remember that Rock Smash-ing boulders often disturbs them.

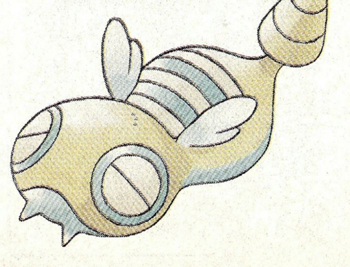
Violet City Side

	Morning	Day	Nite
Geodude	● L2-4	● L2-4	● L2-4
Dunsparce	★ L4 (Normal); ● L2-4 (In-Season)		
Krabby	RS ◆ L15	RS ◆ L15	RS ● L15
Shuckle	RS ★ L15	RS ★ L15	
Teddiursa	★ L2		
Zubat	◆ L2-4	● L2-4	● L2-4
Goldeen	(S-L40)		
Magikarp	● L5-19 (O-L10; G-L20; S-L40)		
Seaking	(O-L10; G-L20; S-L40)		

● = Common	◆ = Normal	★ = Rare
O = Old	G = Good	S = Super

Blackthorn City Side

	Morning	Day	Nite
Geodude	◆ L23	◆ L23	◆ L23
Golbat	★ L23	★ L23	★ L23
Graveler	◆ L25	◆ L25	◆ L25
Teddiursa	★ L20		
Ursaring	◆ L25	◆ L25, L30	
Wobuffet			◆ L20, L25
Zubat	◆ L23	◆ L23	◆ L23
Goldeen	(S-L40)		
Magikarp	● L5-19 (O-L10; G-L20; S-L40)		
Seaking	(O-L10; G-L20; S-L40)		

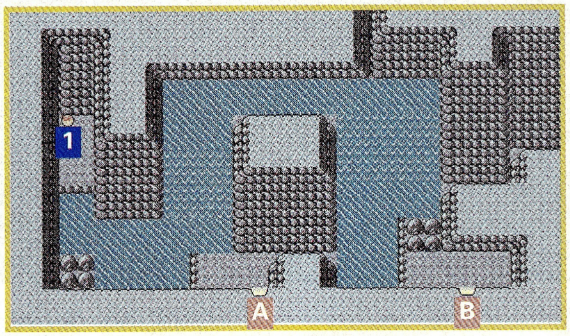


After you jump over the wall from Route 46 to Route 29, proceed through the gatehouse and head east to Routes 27 and 26 on your way to Victory Road and the Final Four.

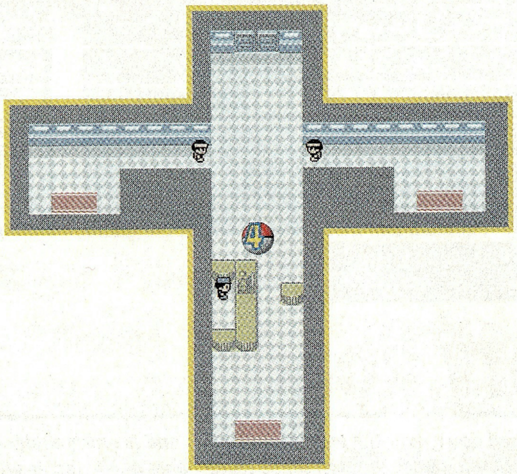
Routes 26 and 27

Routes 26 and 27 mark your entrance to the Kanto region and Indigo Plateau. The gatehouse at the north end of Route 26 is the Pokémon League Reception Gate. This is the gateway to Kanto proper (Route 22), Victory Road, Route 28, and Mt. Silver, where only the coolest Pokémon Masters train. Clair of the Blackthorn City Gym considers this the hardest route yet, and she's right! There are twelve Trainers here and only one place to rest and heal your Pokémon (about two-thirds of the way to the gate). If you need healing before then, you must travel back to New Bark Town (by foot and fin)!

Tohjo Falls



Inside the Pokémon League Reception Gate



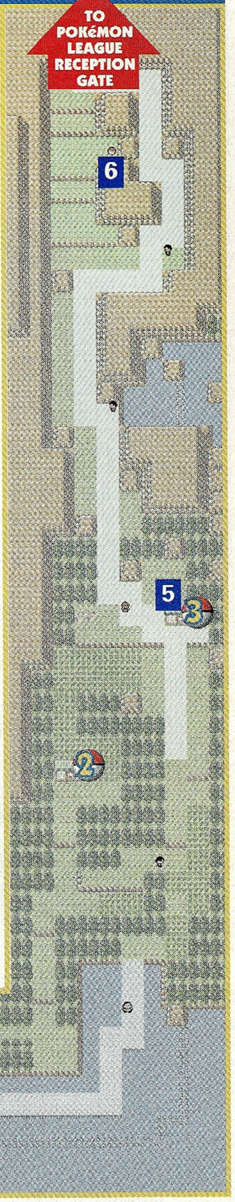
Items

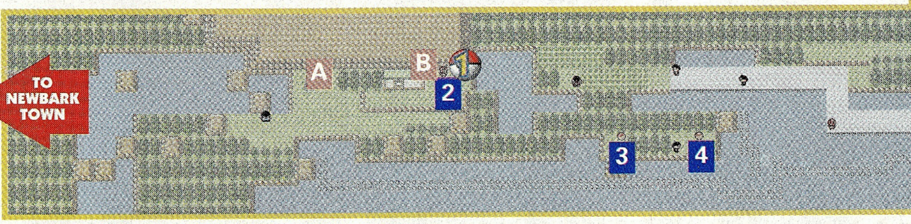
1. Moon Stone	4. TM22 (Solarbeam)
2. TM37 (Sandstorm)	5. Ice Berry
3. Rare Candy	6. Max Elixir

1 The woman in this house will give you TM37 (Sandstorm) if you can show her a Pokémon that has bonded with you. Put that Pokémon in the front of your party, and then talk to her. If you don't have a friendly Pokémon in your party, you won't get a thing! To reach this house, you must go through Tohjo Falls.

2 This home, hidden deep in the forest, is home to the seven "Days of the Week" kids. If you read the note on the table, you'll discover where they are, what they do, and why they do it!

Routes 26 and 27





3 If you need some rest, or if your Pokémon need healing, stop by this house. The woman who lives there will let you sleep at her house for a while. After eight Trainer Battles, it's a good idea to give everyone a break. Consider returning here after you clear the route, before you enter Victory Road.

4 The Pokémon League Reception Gate serves as the entrance to a variety of places. During your first trip to Indigo Plateau, you can pass through only to Victory Road. The hall to Route 22 and Viridian City opens once you pass through from the other side (that is, once you enter the Pokémon League Reception Gate from Route 22). To access the final hall, to Route 28 and Mt. Silver, you first must complete the Kanto Pokémon Gym Challenge, and then get permission to enter from Prof. Oak in Pallet Town. Admission to Mt. Silver is one of the highest honors bestowed on a Pokémon Trainer!

NOTE Ask Jose, Rena, Gavin, and Beth for their phone numbers after you defeat them.

Tohjo Falls

	Morning	Day	Nite
Golbat	◆ L24	◆ L24	◆ L24
Raticate	◆ L22	◆ L22	◆ L22
Rattata	★ L20	★ L20	★ L20
Slowpoke	◆ L21, L23	◆ L21, L23	◆ L21, L23
Zubat	◆ L22	◆ L22	◆ L22
Goldeen	● L20-24 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	◆ L20-24 (S-L40)		
Slowpoke	◆ L20-24		

Route 26

	Morning	Day	Nite
Arbok	★ L30	★ L30	
Doduo	● L26, L30	● L26, L30	
Noctowl			● L28, L32
Ponyta	◆ L32	◆ L32	
Quagsire			◆ L30
Raticate	★ L30	◆ L30	● L28, L30
Sandslash	◆ L28	◆ L28	
Chinchou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L25-34 (O-L10; G-L20)		
Tentacruel	◆ L30-34 (S-L40)		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

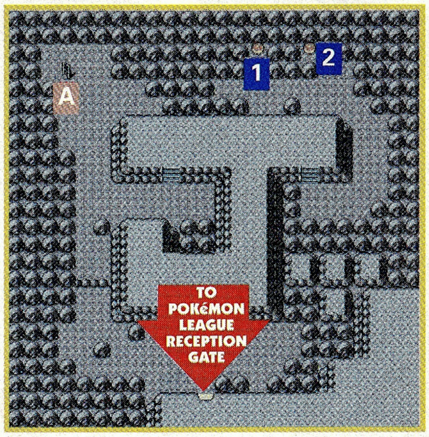
Route 27

	Morning	Day	Nite
Arbok	◆ L28	◆ L28	
Doduo	★ L30	★ L30	
Dodrio	● L28, L30	● L28, L30	
Noctowl			● L28, L32
Ponyta	★ L32	★ L32	
Quagsire			● L30
Raticate	◆ L30	◆ L30	◆ L30
Chinchou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L15-24 (O-L10; G-L20)		
Tentacruel	◆ L30-34 (S-L40)		

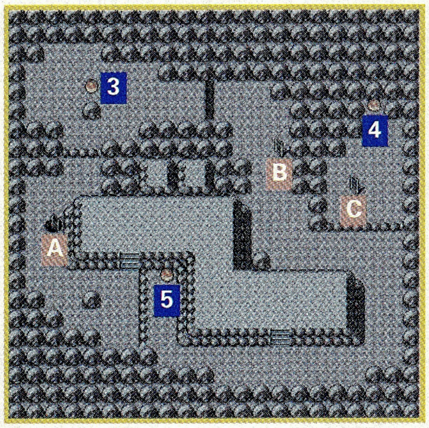
Victory Road

Victory Road has slimmed down over the last several years and is much easier to navigate than before. Gone are the Boulder Puzzles and the fiery Moltres. Instead you'll find the path through these three floors quick and easy. Check around for any Pokémon you might have missed before and save your game just before you reach the exit! Trust us on this!

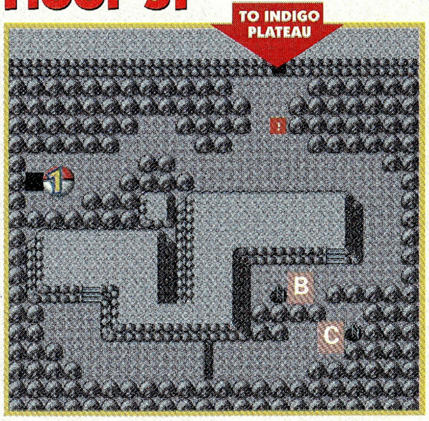
Floor 1F



Floor 2F



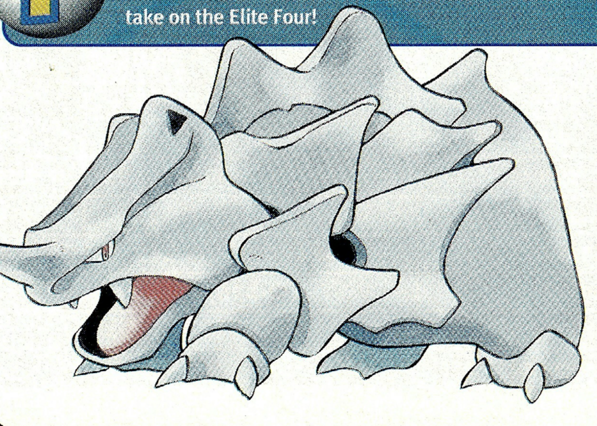
Floor 3F



Items

1. Max Revive
2. Full Heal
3. TM26 (Earthquake)
4. Full Restore
5. HP UP

1 To reach TM26 (Earthquake), you must drop through this hole on Floor 3F. Earthquake is a powerful and accurate move—be sure to pick it up before you take on the Elite Four!



	Morning	Day	Nite
Golbat	◆ L34	◆ L34	◆ L34
Graveler	◆ L34	◆ L34	● L34,L34,L34,L34
Onix	◆ L33	◆ L33	◆ L32
Rhydon	★ L35	★ L35	
Rhyhorn	◆ L32	◆ L32	
Sandslash	★ L35	★ L35	

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

Rival Battle #5

This time your Rival surprises you before you get to Indigo Plateau! Because he can't believe you're strong enough to take on the Elite Four, he wants to test you first. Your Rival's party is now complete and in its final form. When you meet him later on in the game, his Pokémon will be stronger, but their tactics will remain the same.

SILVER!
I challenge you!

Let's see how much of a challenge he is this time!

Battle Pokémon

Sneasel	L34
Golbat	L36
Magneton	L34
Haunter	L35
Kadabra	L35
Feraligatr	L38
Meganium	
Typhlosion	

Think of this battle as a true test of your preparedness for the Elite Four. Your Rival's six Pokémon are strong and varied. Kadabra is the newest addition and it can be a force to reckon with. If you have Pokémon with Ghost, Bug, or Dark attacks, use them against Kadabra. Bite is a common Dark move that's extremely effective against Psychic-type Pokémon. The fact that it carries a 30 percent chance of making the opponent flinch makes it even nicer in battle. The remaining Pokémon are old favorites; use the same tactics you used successfully in previous battles.

Indigo Plateau

MON. WED. R

Indigo Plateau, headquarters for the Pokémon League, is where young Trainers come to test their skill(s) against the Elite Four and the latest Champion. As the sign outside says, this is a Trainer's ultimate goal. To enter, you must have all eight badges from either the Kanto or the Johto Regions and even then, that won't guarantee that you're ready for the challenges that await.

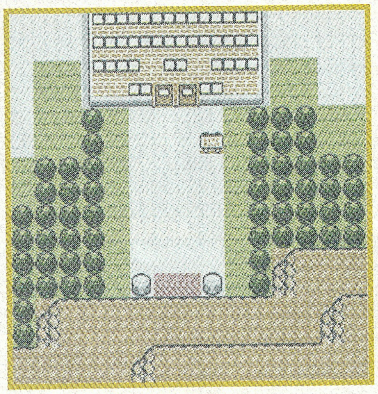
Poké Mart

Ultra Ball	P1200	Full Restore	P3000
Max Repel	P700	Revive	P1500
Hyper Potion	P1200	Full Heal	P600
Max Potion	P2500		

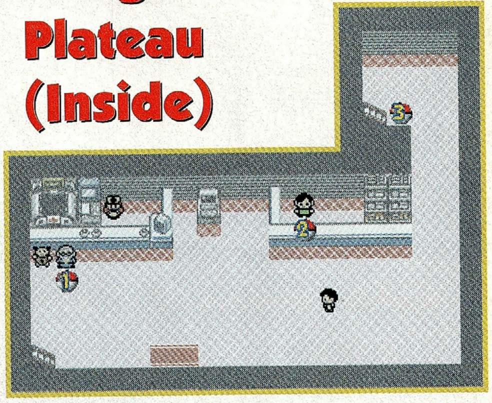
1 Feel a pressing urge to return home and train some more? Talk to this gentleman and he'll arrange to have his Abra teleport you home in a jiffy.

2 Before you take on the Elite Four, stock up on supplies at the Pokémon Mart counter. The Indigo Plateau store has the largest supply of potions and remedies in either region. If you're looking for the strongest potions you can buy, come here. Make sure you take enough Revives, Full Heals, Hyper Potions, Full Restores and the like, to get you through the next five battles. You won't be able to return to the Pokémon Center or the Pokémon Mart, while you're in the Elite Four Chambers, so prepare now.

Indigo Plateau (Outside)



Indigo Plateau (Inside)



Hold it.

Remember, this event takes place only on Mondays and Wednesdays—and only after you defeat your Rival at Mt. Moon in the Kanto region!

3 After you defeat your Rival for the last time at Mt. Moon, re-challenge him here at the steps to the Elite Four every Monday and Wednesday. Expect more of the same: his Pokémon lineup doesn't change, just their levels. Use these battles when you need a challenge, more experience points, or money!

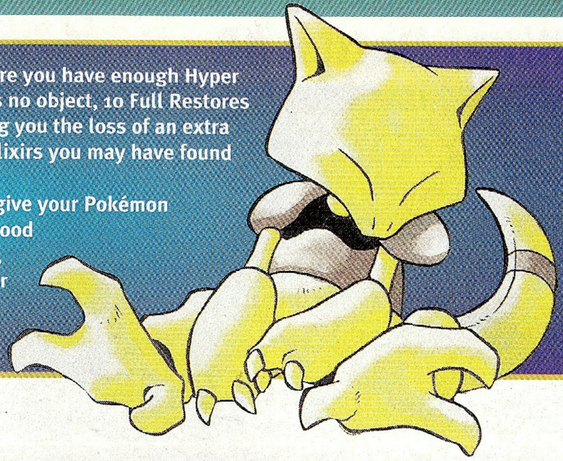
Facing the Elite Four: Preparation

Name	Type
Typlosion	Fire
Feraligatr	Water
Ampharos	Electric
Ho-oh	Fire-Flying
Lugia	Psychic-Flying
Espeon	Psychic
Umbreon	Dark
Jynx	Ice-Psychic
Graveler	Rock-Ground
Machoke	Fighting
Lapras	Ice-Water
Magneton	Electric-Steel

As in *Pokémon Red*, *Blue*, and *Yellow*, your success against the Elite Four is determined by what you've put into the game. It's just as possible to defeat the Elite Four with a well-balanced group of L30 to L40 Pokémon as it is with a couple of L50+ Pokémon. The strategies you employ depend largely on the team you assemble for this event.

And now a few words in favor of a well-balanced team: The opposing Pokémon come in a wide variety of type, strength, and power. Will, the first of the Elite Four, favors Psychic-type Pokémon; Karen, the fourth of the four, likes Dark Pokémon. Koga favors Poison and Bug types, and Bruno relies on Fighting-type Pokémon. Within each Trainer's favorite category, you'll find even more variation. Karen's Dark Pokémon range from the all-Dark Umbreon to the Dark-Flying Murkrow and the Dark-Fire Houndoom.

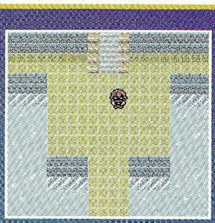
As you challenge each Trainer, you may find that one Pokémon works well against half your opponent's team, but not as good against the rest. A well-balanced team allows you to adjust your tactics to suit the situation. And because you can match strengths against weaknesses, it also allows you to use a Pokémon that is a few levels lower than your opponent's. It's a good idea to have representatives of all major Pokémon types in your active party, ready to go. What follows are some recommendations.



Before you walk up the stairs and begin your first battle, check your inventory and make sure you have enough Hyper Potions, Full Heals, and Revives to get you through each of the five battles ahead. If money is no object, 10 Full Restores is a purchase that won't go to waste. Full Restore heals both HP and Status Anomalies, saving you the loss of an extra battle round. If you depend on the attacks of one or two Pokémon, take along any Ethers or Elixirs you may have found on your journeys so you can recover the PP of favorite attacks.

Next, check to see which items (if any) you have attached to your Pokémon. Ideally, you'll give your Pokémon items to help them in the battles ahead. If you haven't been using Pokémon items, now is a good time to start. Give Charcoal to your main Fire Pokémon, Mystic Water to your Water Pokémon, and so on. If in doubt, use Quick Claw to increase your Pokémon's chances of attacking first or Amulet Coin to increase your winnings at the end of each round. Finally, *save your game!*

Elite Four Battle: Will



Will of the Elite Four battles mostly with Psychic hybrid-type Pokémon. This makes it easy to attack each Pokémon's secondary type if you don't have a Pokémon that can take out a Psychic type easily. Use Fire against Exeggutor and Jynx, and Electric against the two Xatu and Slowbro. It's easy to foil Psychic Pokémon with Bug, Ghost, and Dark moves, so use 'em if you have 'em.

On the defensive side, the Psychic move that Will's Pokémon have in common does the most damage to Fighting- and Poison-type Pokémon and the least to Psychic and Steel Pokémon. Psychic moves have no effect on Dark Pokémon. Keep in mind, however, that if you put a Dark Pokémon such as Umbreon, or anything Psychic is weak against, into battle, Will's Pokémon will likely resort to their other moves.

Battle Pokémon

Xatu ♂ L40 (Psychic/Flying)	Jynx ♀ L41 (Ice/Psychic)	Exeggutor ♂ L41 (Grass/Psychic)	Slowbro ♂ L41 (Water/Psychic)	Xatu ♂ L42 (Psychic/Flying)
Quick Attack	Double Slap	Reflect	Curse	Quick Attack
Future Sight	Lovely Kiss	Leech Seed	Amnesia	Future Sight
Confuse Ray	Ice Punch	Egg Bomb	Body Slam	Confuse Ray
Psychic	Psychic	Psychic	Psychic	Psychic

Recommended Pokémon Types

Dark • Fire • Electric

TIP

Looking for an ultimate Pokémon to take against the Elite Four? How about a Psychic Pokémon with both Psychic and Dark moves? It can't be done, you say? Take the Eevee that Bill gives you when you meet up with him at his family's house in Goldenrod City and level it up to L30. At that point it learns the move Bite, a Dark attack that carries with it a 30 percent chance of Flinch. Then do everything you can think of to make it love and trust you (feeding it tons of HP UP, Carbos, Iron, and the like is an expensive-but-quick way to achieve this) before the Pokémon levels up to L36. The catch is that you must do all this during the daytime, so your Eevee will turn into an Espeon. And you *must* evolve your Eevee before it reaches L36 so it learns the Psychic attack Psybeam. An Espeon with Bite can take out most of the Pokémon that the first three of the Elite Four put in front of it!

Elite Four Battle: Koga

Three years ago, Koga ran the Gym in Fuchsia City using Bug and Poison Pokémon, much as he does now. But the Pokémon he uses today are newer and maybe stronger. The key to this battle is to use Psychic moves on the Poison-types and Fire on the Bugs. Strike opponent Pokémon hard and heavy to prevent them from Confusing or Poisoning your Pokémon. If your Pokémon do end up Poisoned or Confused, think hard before wasting a turn to heal them. With the right Pokémon, this will be a quick battle and you can heal them after it ends and before the next one begins.

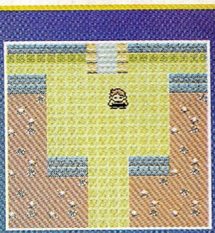
Battle Pokémon

Ariados ♂ L40 (Bug/Poison)	Venomoth ♂ L41 (Bug/Poison)	Forretress ♂ L43 (Bug/Steel)	Muk ♂ L42 (Poison)	Crobat ♂ L44 (Poison/Flying)
Double Team	Supersonic	Protect	Minimize	Double Team
Spider Web	Gust	Swift	Acid Armor	Quick Attack
Baton Pass	Psychic	Explosion	Sludge Bomb	Wing Attack
Giga Drain	Toxic	Spikes	Toxic	Toxic

Recommended Pokémon Types

Fire • Psychic

Elite Four Battle: Bruno



Fighting Bruno is like taking on all of the Cianwood City Gym at once. Bruno's entire force, except one, is comprised of pure Fighting Pokémon. These are easy to defeat with Psychic or Flying Pokémon. For the Onix, switch to your favorite Water or Grass Pokémon.

Because of the damage the opposing Pokémon can inflict, you'll want to match strengths and weaknesses defensively. In other words, don't put Jynx on the front line to take care of Hitmonlee. One Hi Jump Kick will wipe her out (because Fighting moves are strong against Ice Pokémon)!

Battle Pokémon

Hitmontop ♂ L42 (Fighting)	Hitmonlee ♂ L42 (Fighting)	Hitmonchan ♂ L42 (Fighting)	Onix ♂ L43 (Rock/Ground)	Machamp ♂ L46 (Fighting)
Pursuit	Swagger	Thunderpunch	Bind	Rock Slide
Quick Attack	Double Kick	Ice Punch	Earthquake	Foresight
Dig	Hi Jump Kick	Fire Punch	Sandstorm	Vital Throw
Foresight	Mach Punch	Rock Slide	Cross Chop	

Recommended Pokémon Types

Psychic • Flying • Water • Grass

Elite Four Battle: Karen

Karen's Dark Pokémon should be the first bunch that sends you scrambling for reinforcements. No one Pokémon will fare extremely well against all her Pokémon, so expect to handle each individually. For Umbreon, consider using a Fighting Pokémon, because they remain strong against Umbreon's Dark attacks while dishing out twice the damage. A Fighting Pokémon also will do well against Houndoom, as will a Water Pokémon. You can easily use Psychic Pokémon against Vileplume and Gengar, but Murkrow is tricky. Both Fighting and Bug attacks are worthless against Murkrow because of its dual nature. Instead, focus on the Flying side of Murkrow and attack it with Electric attacks.

And don't worry if you find yourself struggling in this battle. Of the Elite Four, Karen is the hardest to defeat. Unfortunately, the Champion is even harder!

Battle Pokémon

Umbreon ♂ L42 (Dark)	Vileplume ♀ L42 (Grass/Poison)	Gengar ♀ L45 (Ghost/Poison)	Murkrow ♀ L44 (Dark/Flying)	Houndoom ♀ L47 (Dark/Fire)
Sand-Attack	Stun Spore	Lick	Quick Attack	Roar
Confuse Ray	Acid	Spite	Whirlwind	Pursuit
Faint Attack	Moonlight	Curse	Pursuit	Flamethrower
Mean Look	Petal Dance	Destiny Bond	Faint Attack	Crunch

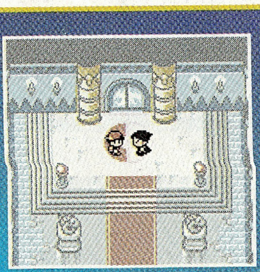
Recommended Pokémon Types

Fighting • Psychic

Elite Four Battle: Lance

On the surface, this seems like it should be an easy battle. After all, every Pokémon is a Flying-type. But look closer: they also share Hyper Beam. Many consider this the ultimate Pokémon skill. It is extremely strong and powerful. The good news, however, is that it causes the attacking Pokémon to lose its next attack round. If your Pokémon can survive a blast, they have a chance to strike back hard while their opponent is resting.

Strategies for this battle resemble those you used to defeat Clair in the Blackthorn City Gym. Use Ice against the Dragonite, or the Dragon-type moves of a non-Dragon Pokémon. For the rest, use strong Electric-type attacks.



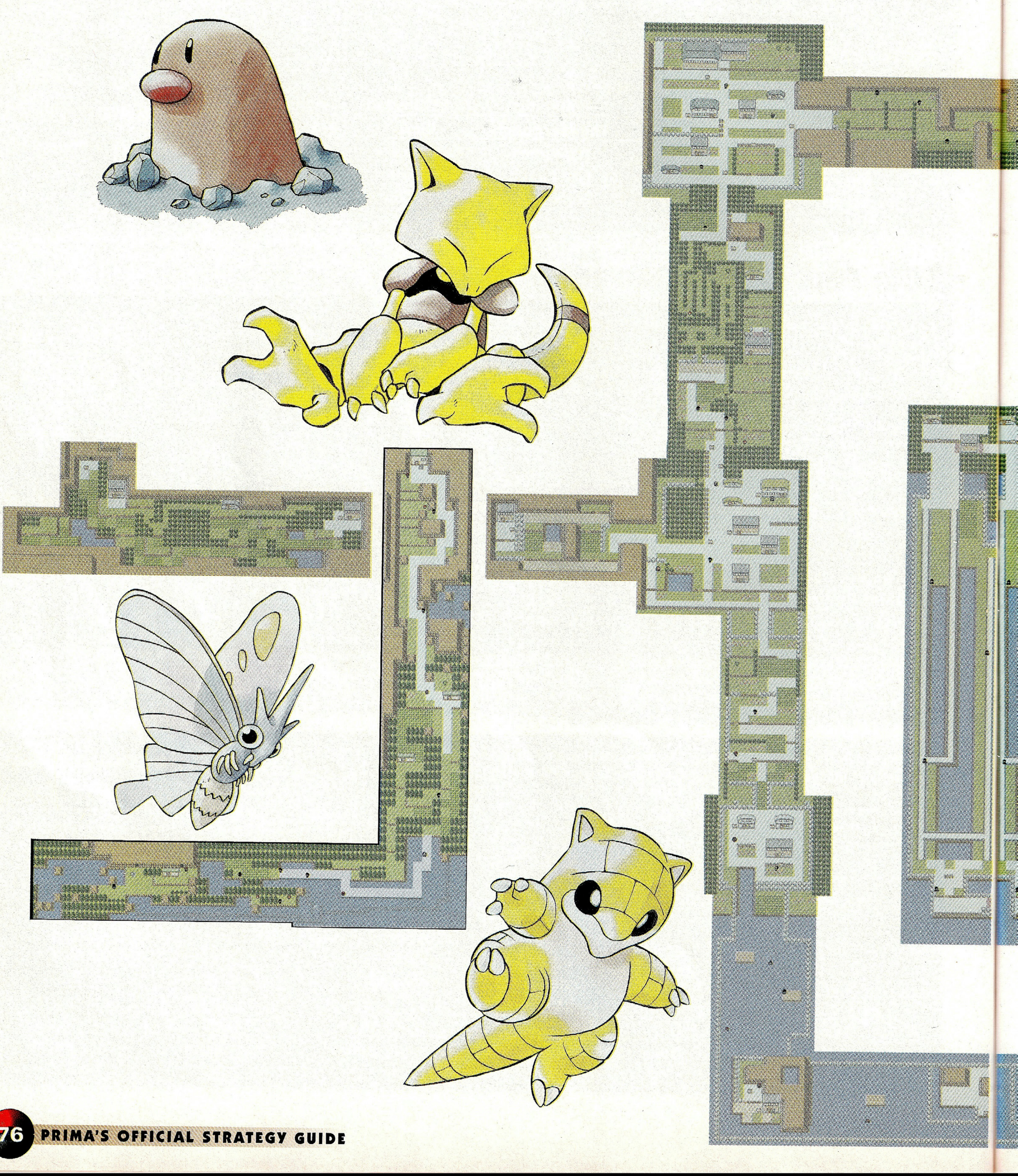
Recommended Pokémon Types

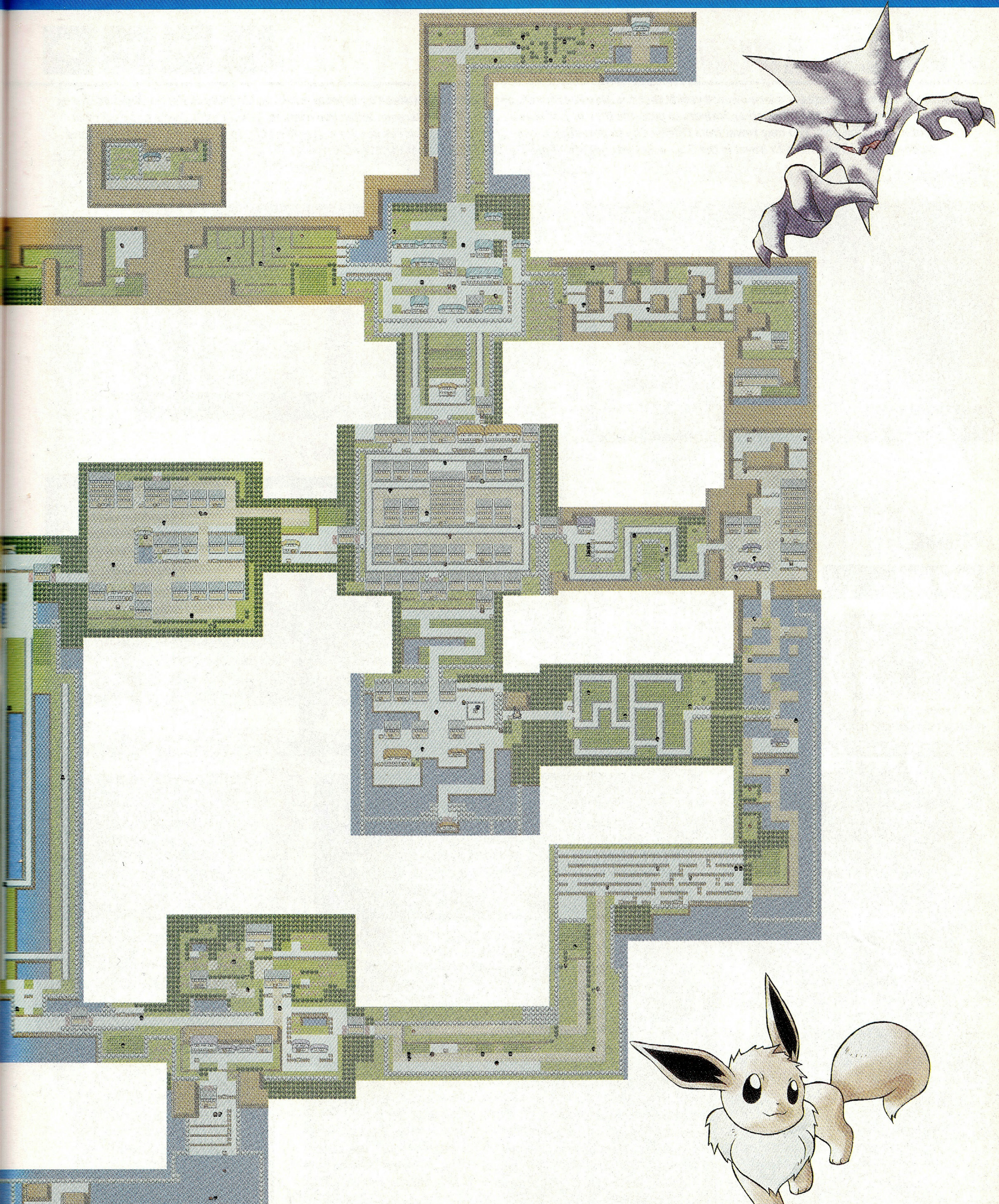
Psychic • Flying • Water • Grass

Battle Pokémon

Gyarados ♂ L44 (Water/Flying)	Dragonite ♂ L47 (Dragon/Flying)	Dragonite ♂ L47 (Dragon/Flying)	Aerodactyl ♂ L46 (Rock/Flying)	Charizard ♂ L46 (Fire/Flying)	Dragonite ♂ L50 (Dragon/Flying)
Flail	Quick Attack	Quick Attack	Wing Attack	Flamethrower	Fire Blast
Rain Dance	Twister	Twister	Ancient Power	Wing Attack	Safeguard
Surf	Thunder	Blizzard	Rock Slide	Slash	Outrage
Hyper Beam	Hyper Beam	Hyper Beam	Hyper Beam	Hyper Beam	Hyper Beam

Maps of the Kanto Region



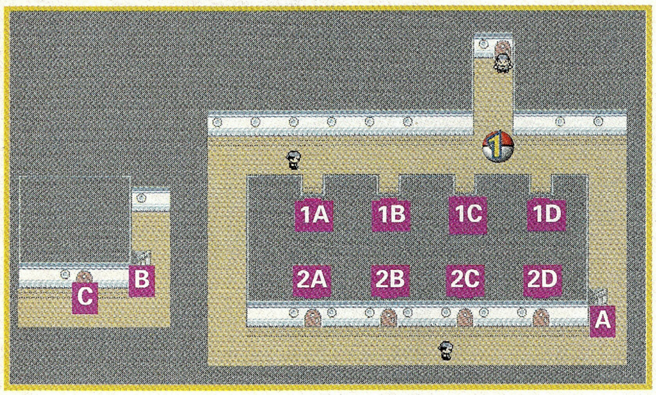


S.S. Aqua

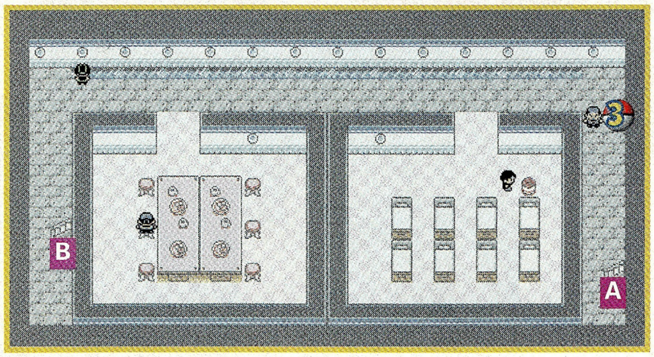
SUN. MON. WED. FRI.

The Fast Ship S.S. Aqua *is a jet-powered vessel that shuttles Pokémon Trainers between Olivine City in Johto and Vermilion City in Kanto. While you're on board, you may challenge the other Trainers to pass the time or just take a nap in your stateroom. When you awaken, you'll find the ship has docked at your destination port. You may travel from Olivine City to Vermilion City on Mondays and Fridays and from Vermilion City to Olivine City on Sundays and Wednesdays. All you need to travel is the S.S. Ticket you get from Prof. Elm when you defeat the Elite Four.*

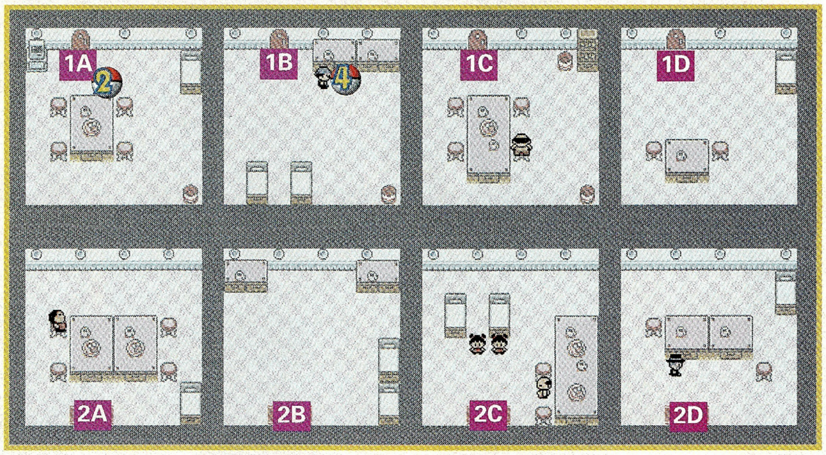
Floor 1F



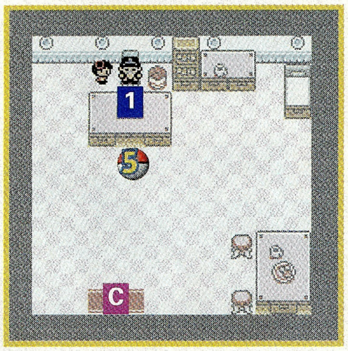
Floor B1



Floor 1F (Rooms)



Captain's Room



Items

1. Metal Coat

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

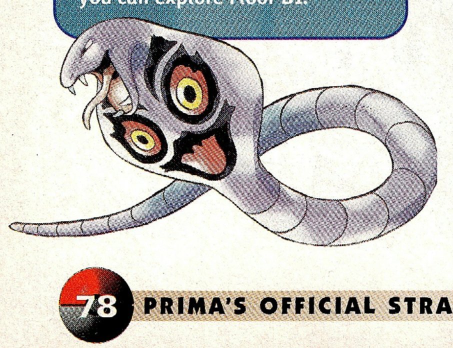
1 On your first ride to Kanto, your boarding is interrupted by a frantic grandfather. His young granddaughter is missing and he's looking for someone to find her. Accept the task and you'll get a very handsome reward.

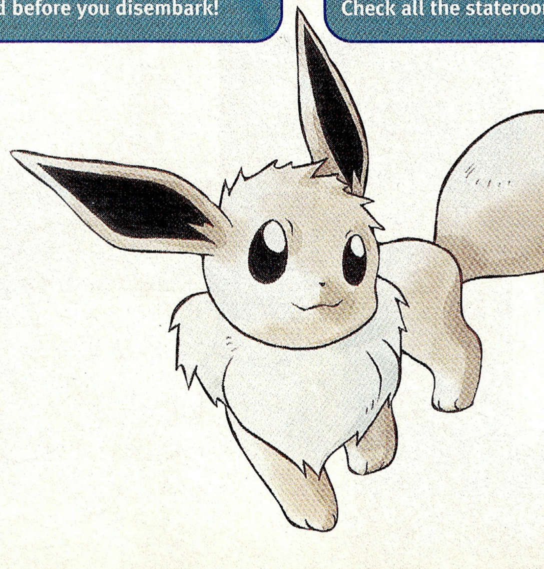
2 Room 1A is your very own stateroom, complete with bed and PC. You'll get the same room every time you sail on the S.S. *Aqua*, so remember where it is. Your trip on board the S.S. *Aqua* lasts as long as you like. To end it, you must take a nap in the bed in your stateroom. This ensures you plenty of time to defeat all the Trainers on board before you disembark!

3 After you defeat all the Pokémon Trainers in the first-floor staterooms, head downstairs. A Sailor is looking for his shipmate, who he thinks is goofing off somewhere. Check all the staterooms again!

4 Stanly, the slacker Sailor, is hiding out in Room 1B, right next to your own room! When you defeat him in a Pokémon battle, he'll return to work. Now you can explore Floor B1.

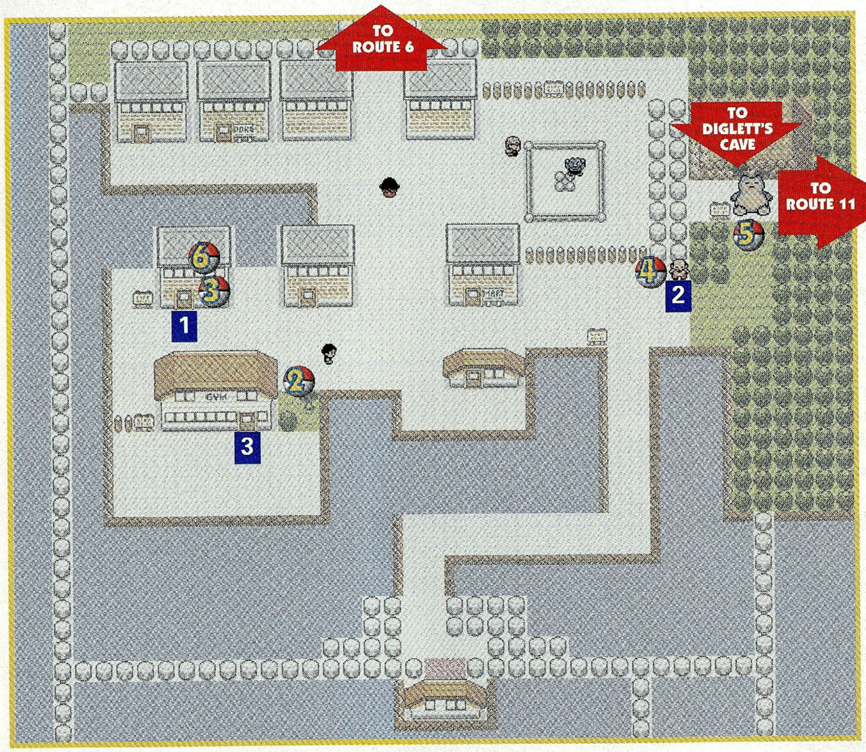
5 You find the elderly Gentleman's granddaughter in the Captain's cabin, trying to get the Captain to play with her. Let her know that her Grandpa is worried and she'll run back to him. Now return to their stateroom and collect your reward, the Metal Coat. When you attach this Item to certain Pokémon (like Onix or Scyther) and trade them over a Game Link, it causes them to evolve into a new form!



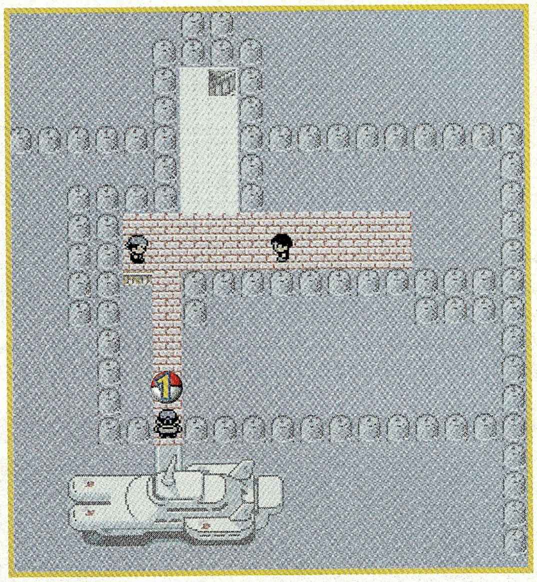


Vermilion City

Vermilion is your first port of call when you travel to Kanto by ship. If you've played Pokémon Red, Blue, *or* Yellow, *look around and see what's changed in the three years since then.*



Vermilion City Harbor



Items

1. Rare Candy; Lost Item (Clefairy Poké Doll)
2. HP UP
3. Thunderbadge

Poké Mart

Ultra Ball	P1200	Parlyz Heal	P200
Super Potion	P700	Awakening	P250
Hyper Potion	P1200	Burn Heal	P250
Revive	P1500	Liteblue Mail	P50

1 If you want to return home to Johto, you must wait until the S.S. *Aqua* sets sail on Sundays and Wednesdays. On other days, you must find another mode of transportation.

2 Use Cut to reach the entrance of the Vermilion City Gym. You'll find the traps there already tripped and you can go right into Lt. Surge's office. The Vermilion City Gym honors Electric-type Pokémon, so dust off your Ground Pokémon. Trainers and Gym Leaders are stronger here, so prepare, and check the Trainer Information table. After you defeat Lt. Surge (and after defeating the Elite Four, you should be able to defeat *anyone*), you get the Thunder Badge.

Lt. Surge's Pokémon

Raichu ♂ L44 (Electric)	Electrode L40 (Electric)	Magneton L40 (Electric/Steel)
Electrode L40 (Electric)	Electabuzz ♂ L46 (Electric)	

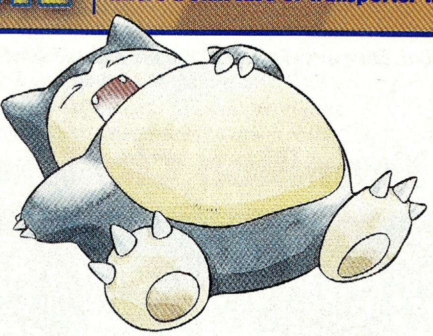
3 At the Pokémon Fan Club, Pokémaniacs from all over Kanto come to compare notes about their Pokémon. The Chairman goes on about his favorite Pokémon (Rapidash) for hours. If you listen to him, he'll give you a piece of Rare Candy!

4 This gentleman likes to brag about the power of the Kanto Gym Leaders. After you collect all eight Kanto Badges, talk to him and he'll give you an HP UP to celebrate!

5 A Snorlax blocks the path to Diglett's Cave and Route 11. Until you can move this behemoth, the only way out of town lies to the north. As far as the Snorlax goes, you need a Poké Flute (or something that sounds like a Poké Flute). If you go to the Radio Tower in Lavender Town, you might be able to get an Expn. Card for your Radio. One Kanto channel plays Poké Flute music day and nite. Perhaps you can use that to wake the sleeping Snorlax.

6 After you solve a problem at the Power Plant, talk to Copycat in Saffron City and she'll tell you her sad story: She lost her Clefairy Poké Doll on a trip to Vermilion City. Talk to the Clefairy Fan at the Pokémon Fan Club and he'll admit he found Copycat's Clefairy Doll. Explain the situation, and you can take the lost doll to its rightful owner!

NOTE Match the lettered boxes on the maps to see where a staircase or transporter will lead.



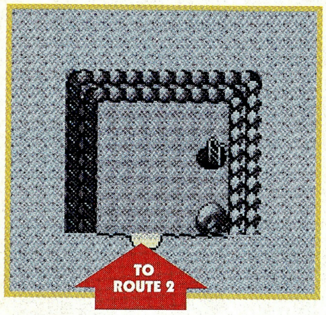
	Morning	Day	Nite
Chinchou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L30-39 (O-L10; G-L20)		
Tentacruel	◆ L35-39 (S-L40)		
Snorlax	Wakes up when he hears the "Poké Flute" on your Radio Expn Card (L50).		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

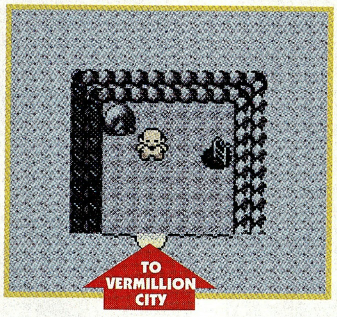
Diglett's Cave

Again, this long twisting tunnel is the only place where you can pick up a Diglett and a Dugtrio. To enter and travel to Route 2, you first must move the Snorlax blocking the way. You need a Poké Flute (or reasonable facsimile). Have you heard about Lavender Town's new Radio Tower? Perhaps they have Poké Flute recordings....

North Entrance

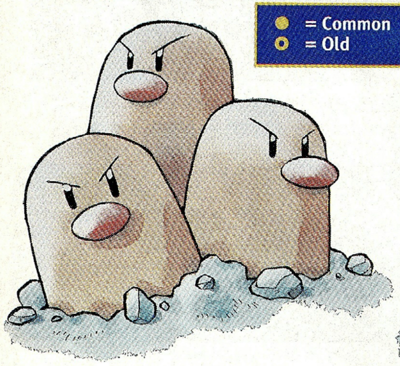


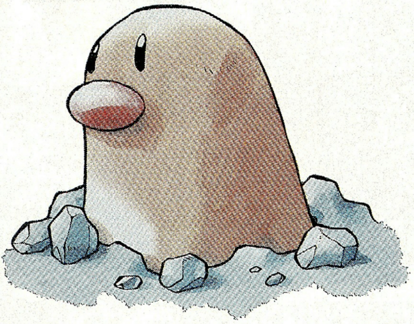
South Entrance



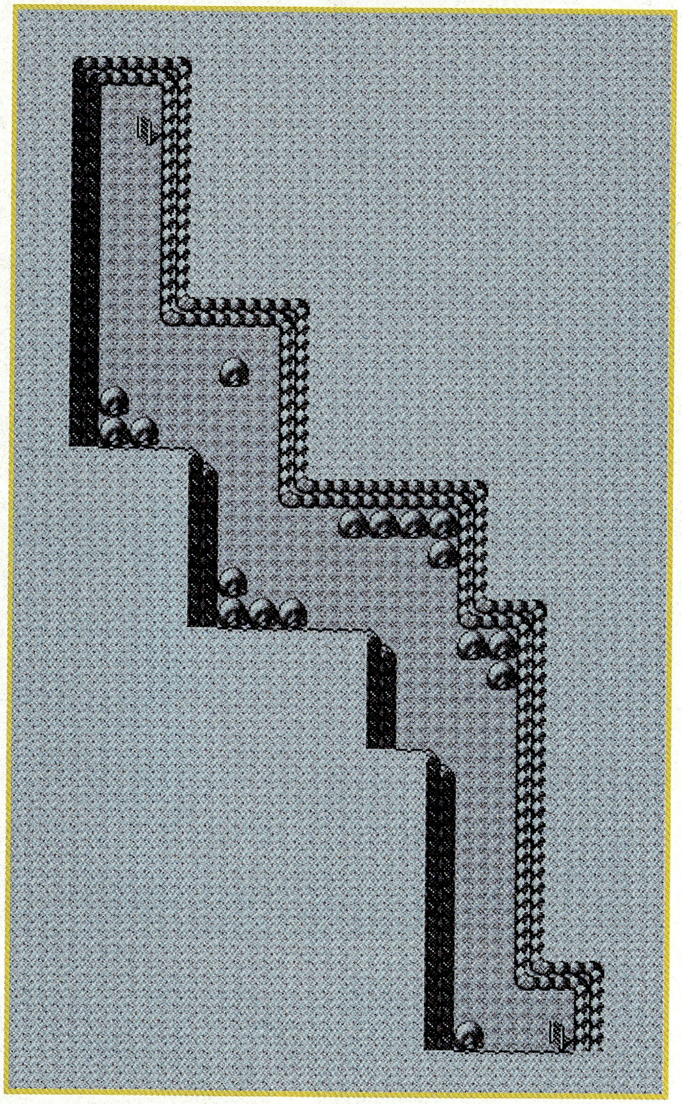
	Morning	Day	Nite
Diglett	● L3,L6,L12,L24	● L2,L4,L8,L16	● L4,L8,L16,L32
Dugtrio	◆ L24	◆ L24	◆ L24

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super



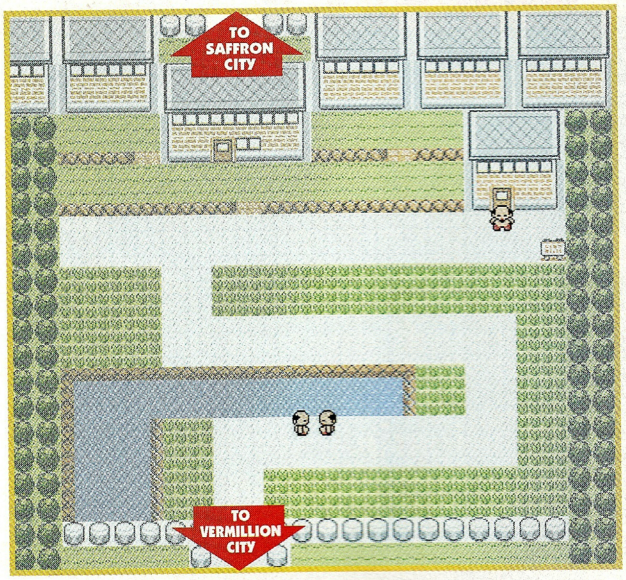


Diglett's Cave



Route 6

This route is virtually unprotected—your first clue to the many changes in Kanto. The Vermilion–Cerulean Underground Passage is closed until further notice—or until someone solves the power supply problem.

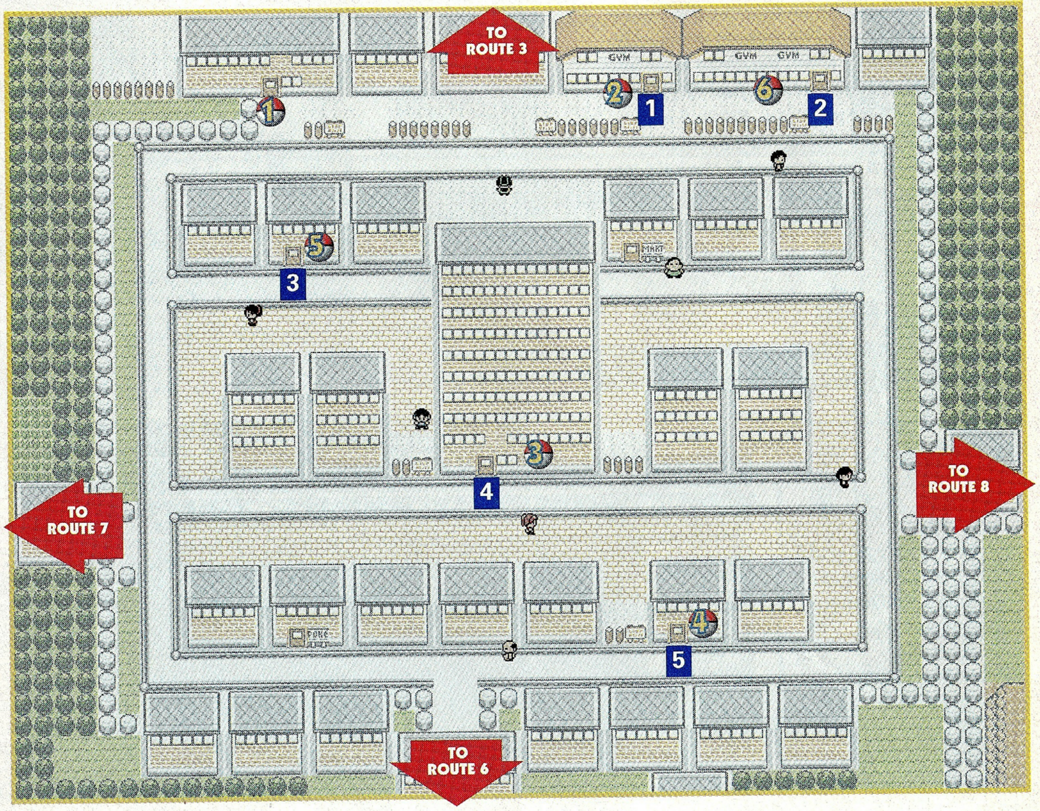


	Morning	Day	Nite
Drowzee			◆ L13
Granbull	★ L15	★ L15	
Jigglypuff	★ L12	★ L12	★ L12
Magnemite	◆ L14	◆ L14	◆ L14
Meowth			◆ L13
Psyduck			◆ L15
Raticate	◆ L15	◆ L15	★ L15
Rattata	◆ L13	◆ L13	
Snubull	◆ L13	◆ L13	
Golduck	◆ L10-14		
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	(O-L10; G-L20; S-L40)		
Psyduck	● L5-14		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

Saffron City

In the past, Saffron City was known as the home of the Silph Co. Headquarters. Now, Saffron City is known for its Magnet Train. Unfortunately, there have been some problems at the Power Plant that provides all of the Magnet Train's electricity. The lack of electricity has caused other problems for the Kanto Region, as well, shutting down the Radio Tower in Lavender Town and closing down underground passages between towns.



Items

1. **Focus Band**
2. **Marshbadge**
3. **Pass**
4. **Up-Grade**
5. **TM29 (Psychic)**

Poké Mart

Great Ball	P600
Ultra Ball	P1200
Hyper Potion	P1200
Max Potion	P2500
Full Heal	P600
X Attack	P500
X Defend	P550
Flower Mail	P50

NOTE

Match the lettered boxes on the maps to see where a staircase or teleporter leads.

1

The Magnet Train runs between Saffron City in Kanto and Goldenrod City in Johto, shuttling citizens from town to town in seconds. To ride on this marvel of engineering, you must solve the problem at the Power Plant (a piece of the generator has been stolen) and get a Pass. Then you can ride this train between the two cities as often as you like, whenever you like.

2

The Fighting Dojo split off from the Saffron City Gym a few years ago. Now it's going through a dry spell because its Leader, Karate King Kiyo, is off on a training trip. To see him, you must journey to Mt. Mortar and explore the basement floor. In the meantime, pick up the Focus Band.

3

Since the trouble with Team Rocket a few years ago, the Silph Co. has instituted security measures to make sure visitors don't go where they aren't allowed. Even though you can't explore the offices, you can still visit and get a special souvenir.

The Up-Grade item upgrades your Porygon. Just attach it to the Porygon and then trade it over the Game Link.

4 Mr. Psychic knows you want TM29 (Psychic). Visit his house and he'll give it to you!

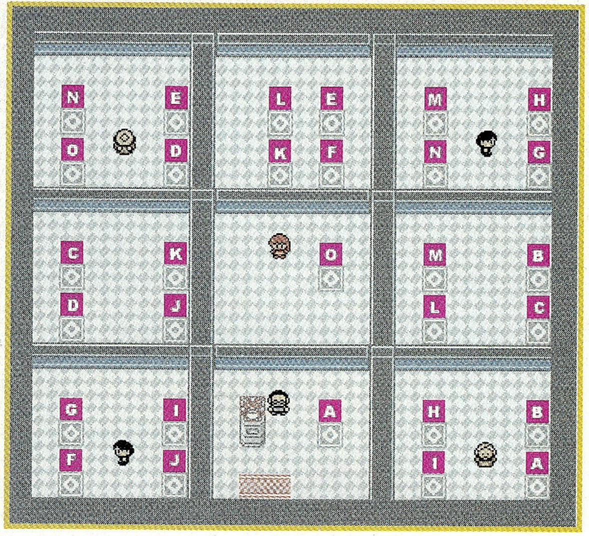
5 Once you solve the problem at the Power Plant, talk to Copycat on the second floor of this house (the staircase is against the back wall). She lost a beloved toy in Vermilion City and is hoping someone will find it for her. Return this Lost Property (a Clefairy Poké Doll) to get the Magnet Train Pass for a reward!

6 The Saffron City Gym is home to Psychic Pokémon. To figure out how to reach the room where Gym Leader Sabrina waits, just look at the map provided here. Dark-, Bug-, and Ghost-type moves work best to defeat Psychic Pokémon. When you beat Sabrina, you win the Marshbadge, which gives your Pokémon a boost in their Special Moves.

Sabrina's Pokémon

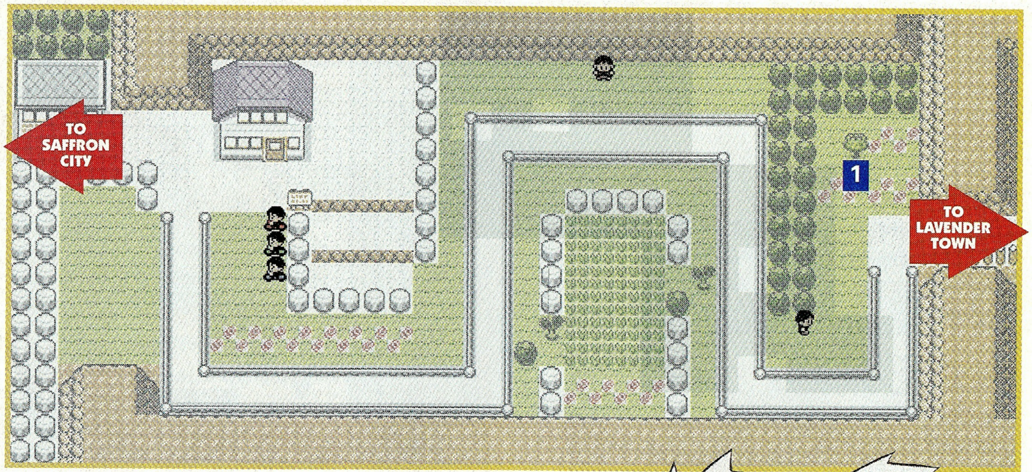
Espeon ♂ L46	Mr. Mime ♀ L46	Alakazam ♀ L48
(Psychic)	(Psychic)	(Psychic)

Inside the Saffron City Gym



Route 8

The group of Bikers (called the Kanto Pokémon Federation) may have something to do with the closing of the east–west underground passage. You'll have to fight them eventually (especially if you decide to walk from Lavender Town to Saffron City), so get it over with now. Route 8 is the only place where you can catch Kadabra and Haunter in the wild, so be sure to pick up one of each while you're here.



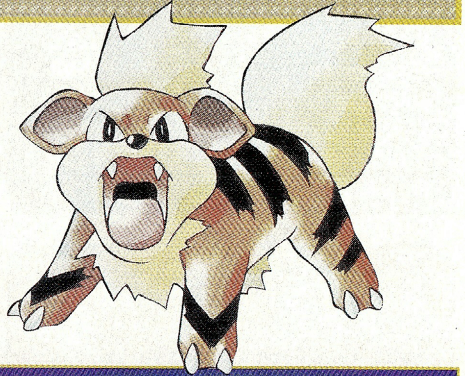
Items

1. Przcureberry

NOTE

The underground passage between Lavender Town and Celadon City is closed permanently due to the fights that were taking place there.

	Morning	Day	Nite
Abra	◆ L16	◆ L16	◆ L16
Growlithe	◆ L17	◆ L17	
Haunter			◆ L17
Jigglypuff	★ L16	★ L16	★ L16
Kadabra	★ L18	★ L18	★ L18
Meowth			◆ L17
Noctowl			◆ L20
Pidgeotto	◆ L19	◆ L19	
Snubull	◆ L17	◆ L17	



● = Common
O = Old
◆ = Normal
G = Good
★ = Rare
S = Super

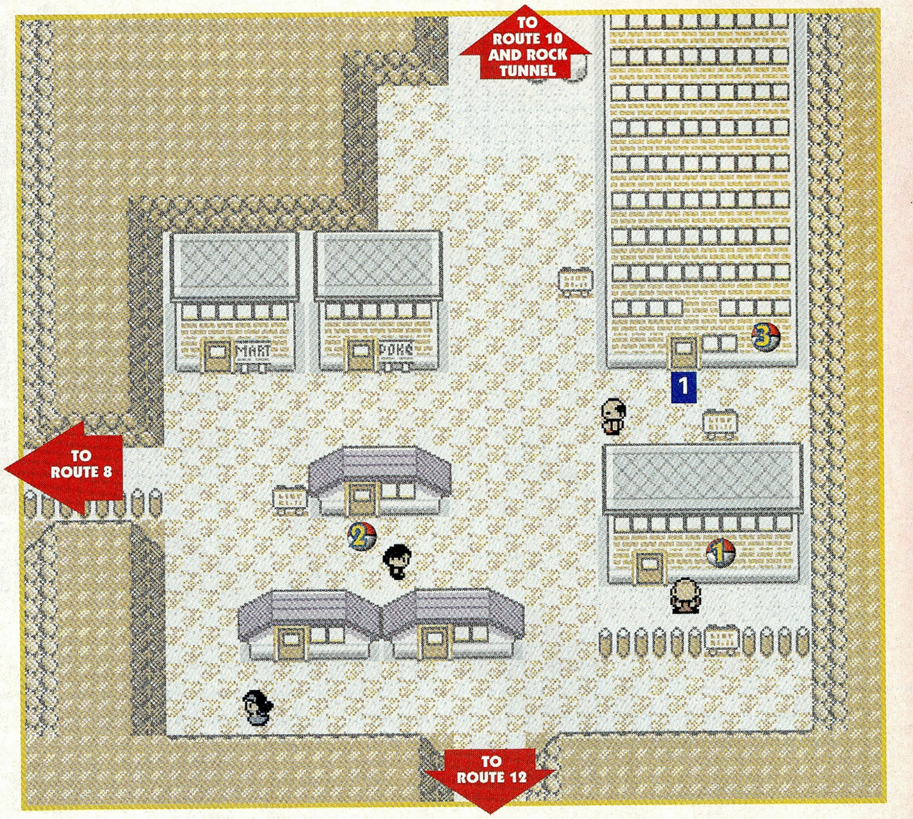
Lavender Town

Over the past three years, Pokémon Tower contents have been moved to smaller quarters and a Radio Station has taken over the tower building. Other than that, not much has changed. Mr. Fuji still helps out Pokémon in need, and the Name Rater can still help you with those bad name choices!

1 The Soul House contains the graves of beloved Pokémon who have passed on. Mr. Fuji is curator and asks that you pay your respects to the departed souls of the Pokémon buried there. For those familiar with Lavender Town from *Pokémon Red*, *Blue*, or *Yellow*, the Soul House is the new location of Pokémon Tower.

2 Visit the Name Rater if you must change your Pokémon's names. You may change only the names of Pokémon you've caught yourself. You can't change those you traded from friends or others in the game!

3 The Radio Tower in Lavender Town is a new addition to the Kanto region, but it's offline while the Power Plant has generator problems. After the problem is fixed, talk to the Radio Station's President and he'll give you a free Expn. Card so you can tune in to Kanto's radio broadcasts.



Items

1. Expn. Card (can now hear the Poké Flute)

Poké Mart

Great Ball	P600	Antidote	P100
Potion	P300	Parlyz Heal	P200
Super Potion	P700	Awakening	P250
Max Repel	P700	Burn Heal	P250

Routes 9 and 10

Routes 9 and 10 form the scenic route between Lavender Town and Cerulean City. On Route 9 you'll find the reconditioned Power Plant. Talk to the Manager to learn the reason behind the power outage that's shut down the Magnet Train and Tower. Perhaps you can help solve the problem!

Items

1. TM07 (Zap Cannon)

Route 9

	Morning	Day	Nite
Fearow	◆ L15	◆ L15	
Marowak	★ L18	★ L18	
Raticate	◆ L15	◆ L15	◆ L15, L18
Rattata	◆ L15	◆ L15	◆ L15
Spearow	◆ L15	◆ L15	
Venomoth			◆ L15
Venonat			◆ L15
Zubat			★ L15
Goldeen	● L10-19 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	◆ L15-19 (S-L40)		

● = Common ◆ = Normal ★ = Rare
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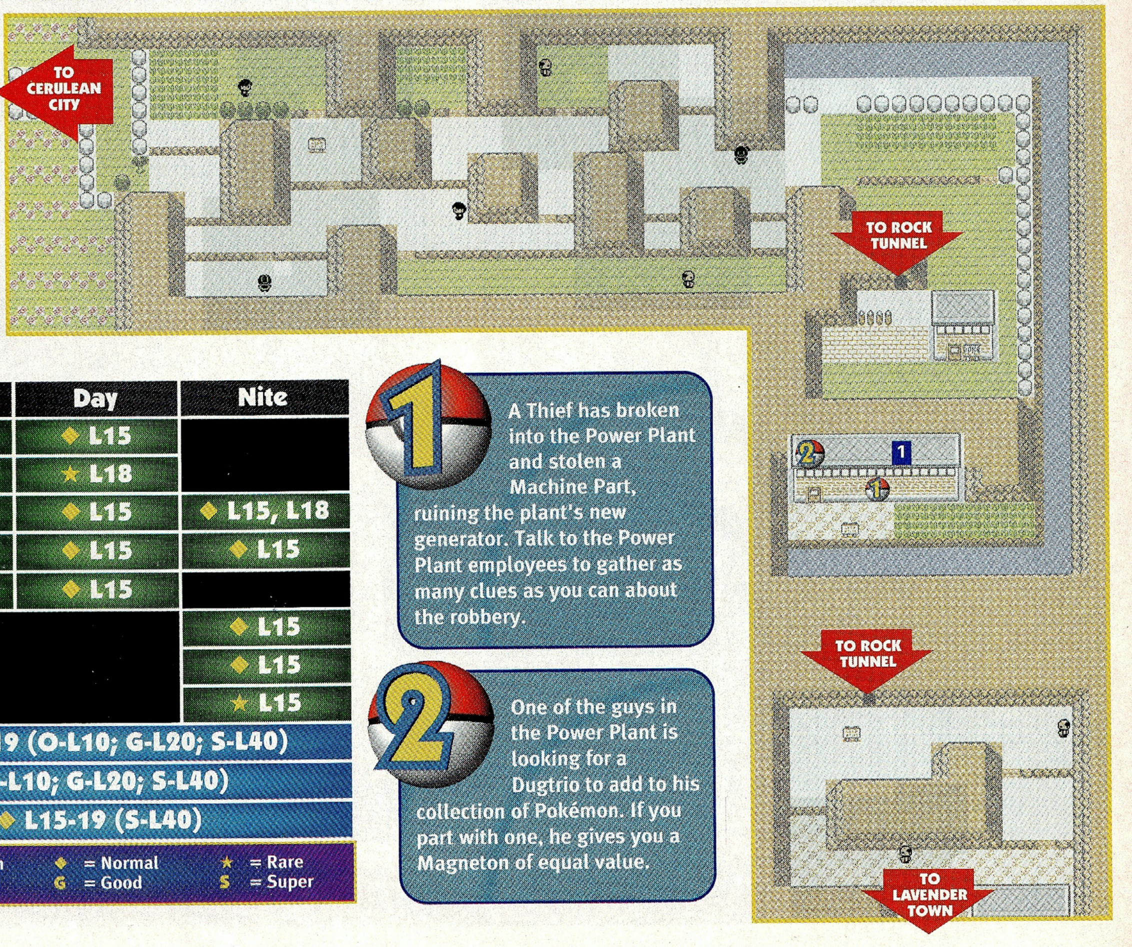
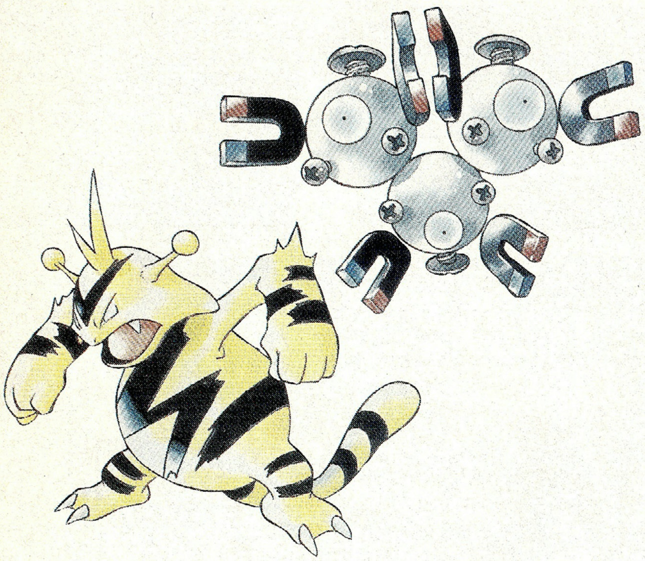


1 A Thief has broken into the Power Plant and stolen a Machine Part, ruining the plant's new generator. Talk to the Power Plant employees to gather as many clues as you can about the robbery.

2 One of the guys in the Power Plant is looking for a Dugtrio to add to his collection of Pokémon. If you part with one, he gives you a Magneton of equal value.



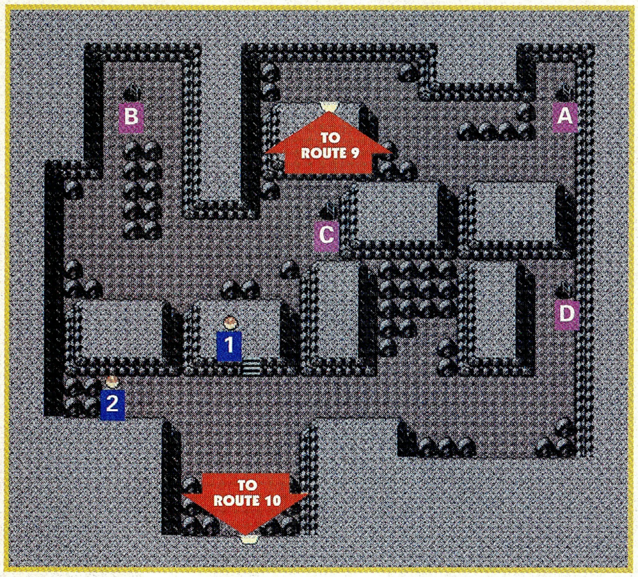
Route 10

	Morning	Day	Nite
Electabuzz	★ L18	★ L18	★ L18
Fearow	◆ L15	◆ L15	
Marowak	★ L15	★ L15	
Raticate	◆ L15	◆ L15	◆ L15
Spearow	◆ L15	◆ L15	
Venomoth			◆ L15
Venonat			◆ L15
Voltorb	◆ L17	◆ L17	◆ L17
Zubat			★ L15
Goldeen	● L10-19 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	◆ L15-19 (S-L40)		
Magneton	Trade a Dugtrio to one of the Power Plant guys.		

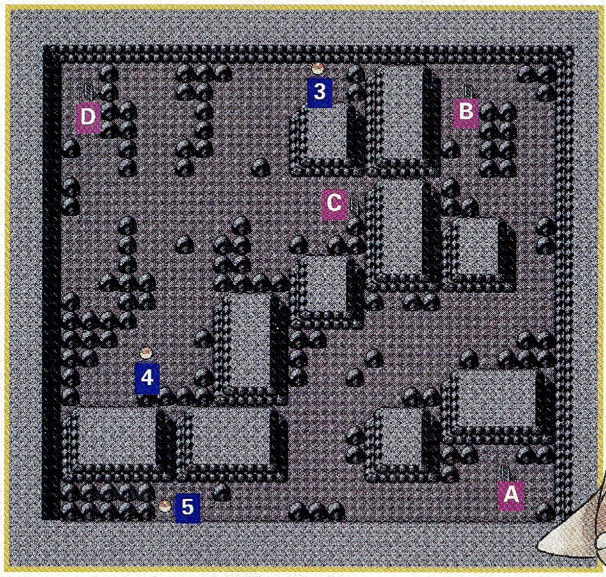
Rock Tunnel

To reach Route 9 from Lavender Town, you must make your way through the Rock Tunnel. You'll find no Trainers here, but you will encounter ianteresting Pokémon you won't find anywhere else.

Floor 1F

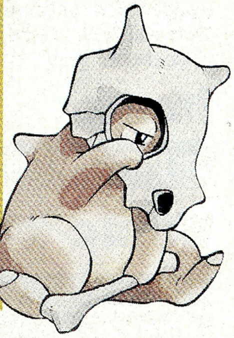


Floor B1



Items

1. TM47 (Iron Wing)
2. Elixer
3. Revive
4. PP Up
5. Iron



Floor 1F

	Morning	Day	Nite
Cubone	◆ L10	◆ L10	
Geodude	◆ L11	◆ L11	● L11-12
Haunter			★ L17
Machop	◆ L12	◆ L12	
Machoke	★ L15	★ L15	
Marowak	★ L12	★ L12	
Zubat	◆ L12	◆ L12	● L12, L15

Floor B2

	Morning	Day	Nite
Cubone	◆ L12	◆ L12	
Geodude	◆ L14	◆ L14	◆ L14
Golbat			★ L15
Haunter			★ L15
Kangaskhan	★ L15	★ L15	
Marowak	★ L15	★ L15	
Onix	◆ L16	◆ L16	◆ L16
Zubat	◆ L12	◆ L12	● L12, L15

NOTE Match the lettered boxes on the maps to see where a staircase or teleporter leads.

● = Common
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★ = Rare
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S = Super

Cerulean City

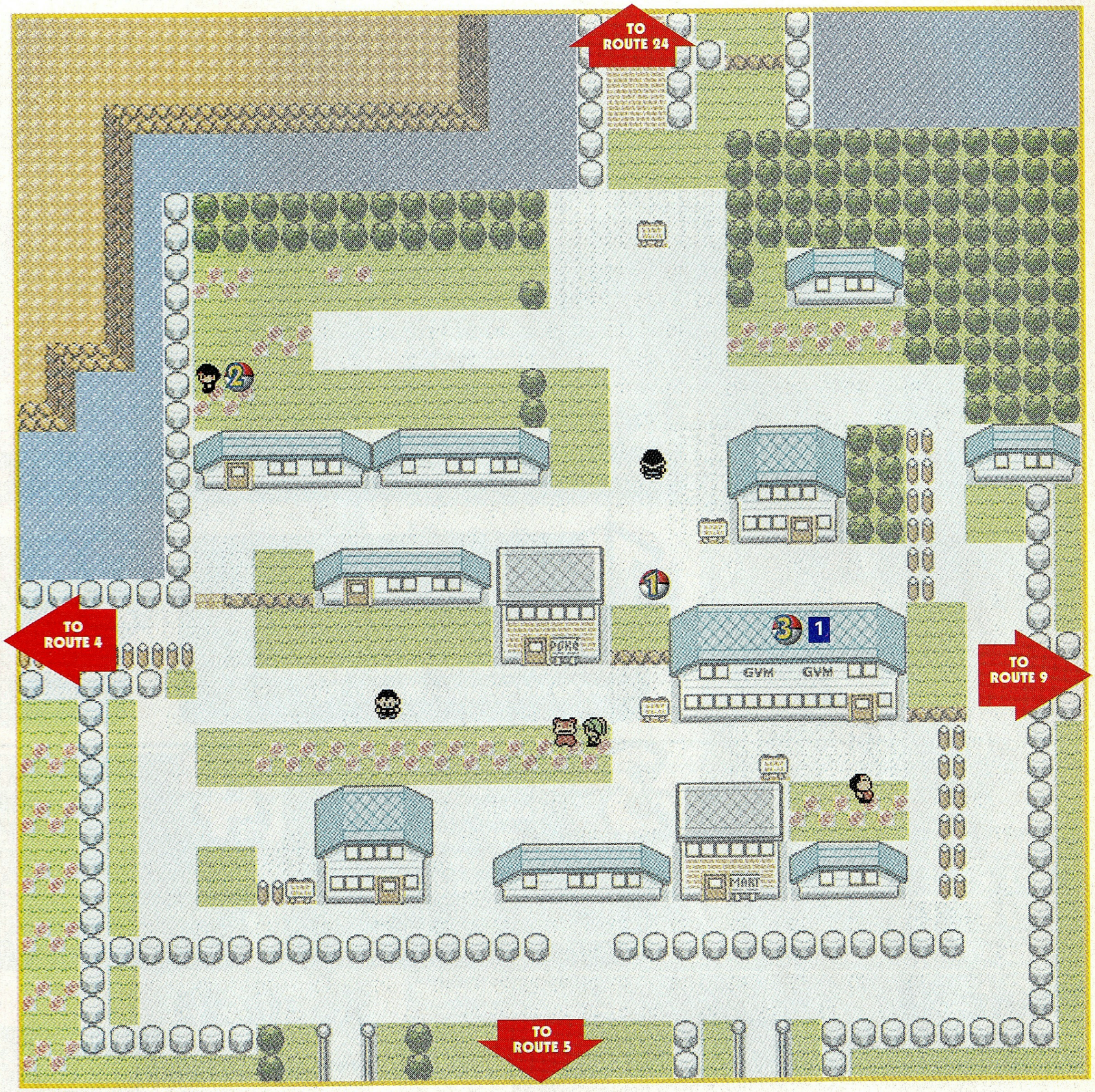
Cerulean City is another town that's changed over the last three years. The Bicycle Shop has moved to Goldenrod City and the burgled Dig-fanatics have opened a Police Station. However, even with the added security, a Thief still runs loose in the city. You must find him before you can take on Cerulean City's Gym Leader.

Items

1. Machine Part; Cascadebadge

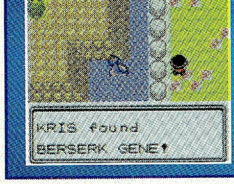
Poké Mart

Great Ball	P600
Ultra Ball	P1200
Super Potion	P700
Super Repel	P500
Full Heal	P600
X Defend	P550
X Attack	P500
Dire Hit	P650
Surf Mail	P50



1 The Thief who took the Machine Part is somewhere in Cerulean City, and you must find him! Check everywhere—the Pokémon Center, the Poké Mart, and the Gym! When you find him at the Cerulean City Gym, don't expect him to hang around. Instead, he runs off to the bridge on Route 24, where you can battle and question him. After he tells you where he hid the Machine Part, return to the Gym and search to find it in the upper-left corner of the little square of water in the middle of the docks. Return the machine part to the Power Plant's manager.

2 After you talk to this boy, pull out your ItemFinder and your swimsuit and start looking for an important Item. You must swim in the channel opposite the boy to find this nifty Pokémon item.



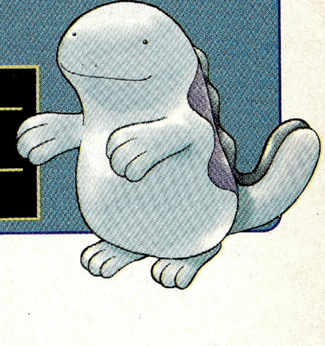
KRIS found
BERSERK GENE!

The Berserk Gene is a one-use-only Item. When attached to a Pokémon, it doubles Attack Strength but makes the Pokémon Confused. When the battle ends, the Item disappears. To make it last forever, use it in Game Link battles only!

3 Cerulean City Gym is home to some of the strongest Water-type Pokémon Trainers in the world! Misty, the Gym Leader, is renowned for her power and spunk. Unfortunately, she's out on a date right now at the Cerulean Cape on Route 25. To battle her, interrupt and persuade her to return to the Gym. When you return, it's business as usual and time to fight. Use Electric and Grass attacks to quell the attacks of these watery opponents. When you win, you get the Cascadebadge.

Misty's Pokémon

Goldduck ♀ L42 **(Water)**	**Quagsire ♀ L42** **(Water/Ground)**
Lapras ♀ L44 **(Water/Ice)**	**Starmie L47** **(Water/Psychic)**

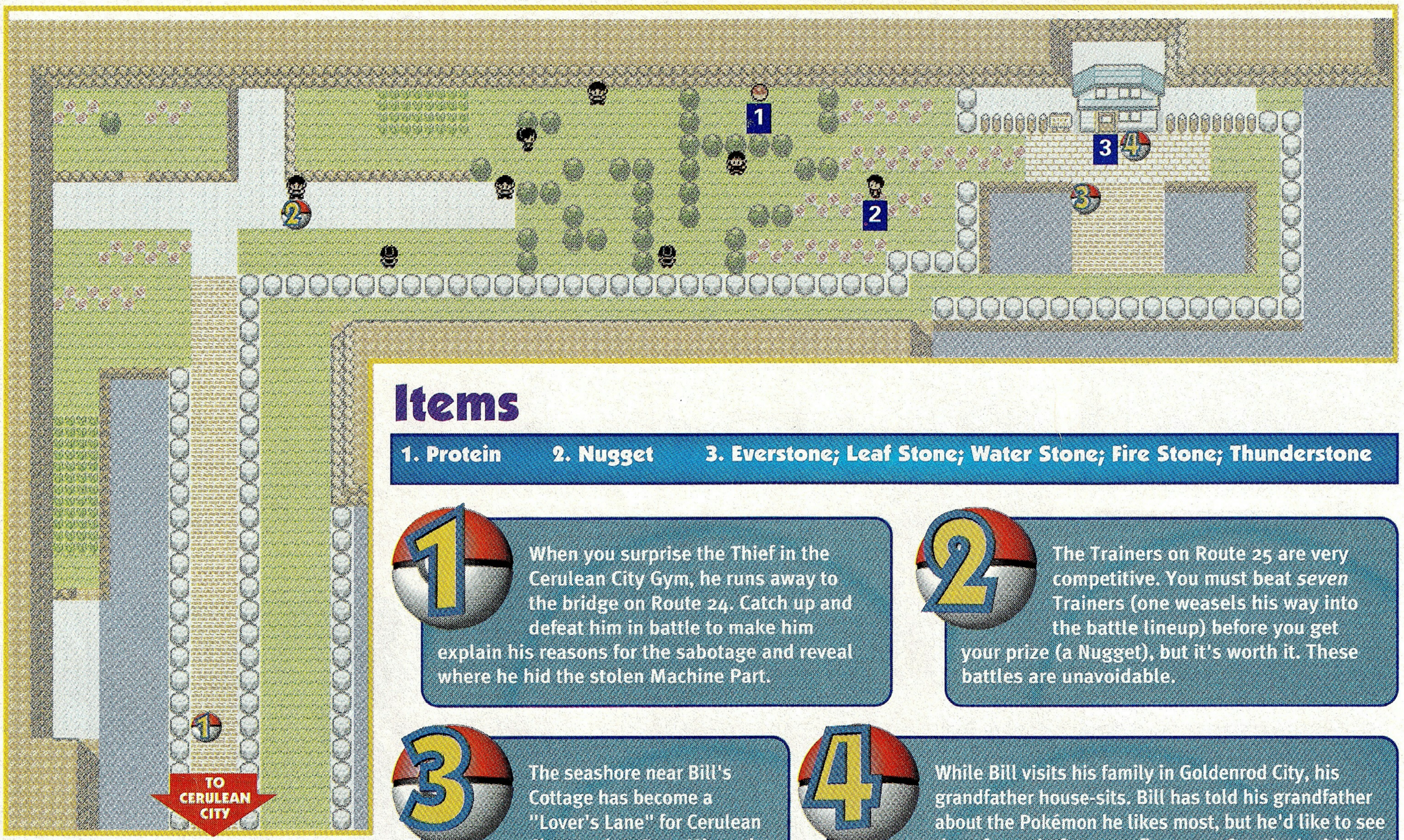


	Morning	Day	Nite
Goldeen	● L5-14		
Seaking	◆ L10-14		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

Routes 24 and 25

When the Power Plant Thief runs away from you, look along Route 24! Afterward, follow the road north until you reach Bill's House and Cerulean City's favorite date spot. Rumor has it that Misty, the Cerulean City Gym Leader, often goes up there with a certain young man....



Items

1. Protein **2.** Nugget **3.** Everstone; Leaf Stone; Water Stone; Fire Stone; Thunderstone

1 When you surprise the Thief in the Cerulean City Gym, he runs away to the bridge on Route 24. Catch up and defeat him in battle to make him explain his reasons for the sabotage and reveal where he hid the stolen Machine Part.

2 The Trainers on Route 25 are very competitive. You must beat *seven* Trainers (one weasels his way into the battle lineup) before you get your prize (a Nugget), but it's worth it. These battles are unavoidable.

3 The seashore near Bill's Cottage has become a "Lover's Lane" for Cerulean City couples. Even Misty, the Cerulean City Gym Leader, isn't immune. If you want to battle her and get the Cascadebadge, interrupt her date!

4 While Bill visits his family in Goldenrod City, his grandfather house-sits. Bill has told his grandfather about the Pokémon he likes most, but he'd like to see them for real. If you can figure out Grandpa's riddles and bring the Pokémon he requests, he'll reward you with a special stone. If you are tired of waiting for a call from certain trainers, this is a fun way to collect all of the Evolution Stones!

Route 24

	Morning	Day	Nite
Abra	◆ L12	◆ L12	◆ L12
Bellsprout	★ L10	★ L10	★ L10
Butterfree	★ L14	★ L14	
Caterpie	● L8, L10	● L8, L10	
Gloom			★ L14
Metapod	◆ L12		
Oddish			● L10, L12
Sunkern		◆ L12	
Venonat			◆ L10
Goldeen	● L5-14 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	◆ L10-14 (S-L40)		

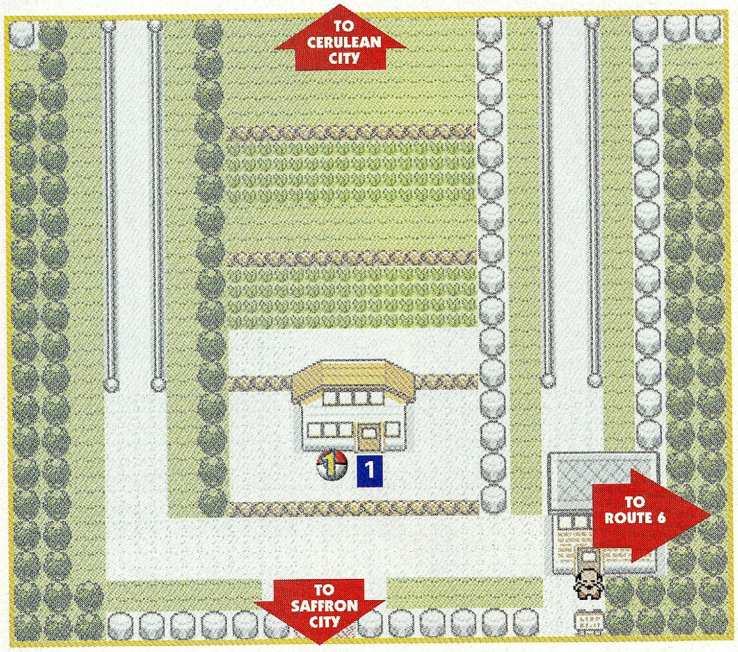
Route 25

	GOLD		
	Morning	Day	Nite
Bellsprout	★ L10	★ L10	★ L10
Butterfree	★ L14	★ L14	
Caterpie	◆ L10	◆ L10	
Hoothoot			◆ L10
Metapod	◆ L12	◆ L12	
Noctowl			◆ L12, L14
Oddish			◆ L10
Pidgeotto	◆ L12	◆ L12	
Pidgey	◆ L10	◆ L10	
Venonat			◆ L10
Goldeen	● L5-14 (O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	◆ L10-14 (S-L40)		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

Route 5

Route 5 runs between Saffron City and Cerulean City. You can travel along this pathway anytime. The north–south underground passage under Saffron City, however, only opens after you solve the electrical problem at the Power Plant.



1 Talk to the family who bought the old Day-Care to learn you have a ghost following you. To help ward it off, the woman gives you a Cleanse Tag. Attached to a Pokémon, the Cleanse Tag decreases the number of random encounters with Wild Pokémon.

	Morning	Day	Nite
Abra	◆ L12, L14	◆ L12, L14	◆ L12, L14
Hoothoot			◆ L13
Jigglypuff	★ L14	★ L14	★ L14
Meowth			◆ L13
Noctowl			◆ L15
Pidgeotto	◆ L15	◆ L15	
Pidgey	◆ L13	◆ L13	
Snubull	◆ L13	◆ L13	

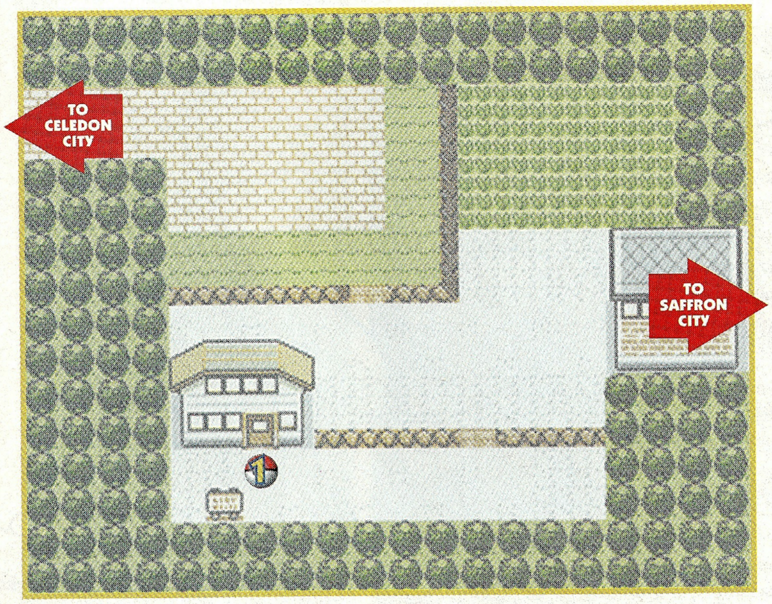
● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super

Items

1. Cleanse Tag

Route 7

When you travel Route 7 at night between Celadon City and Saffron, you'll encounter Pokémon you've never seen before. Picking them up not only helps complete your PokéDex, it also gives you a chance to learn more about the Dark-type Pokémon.



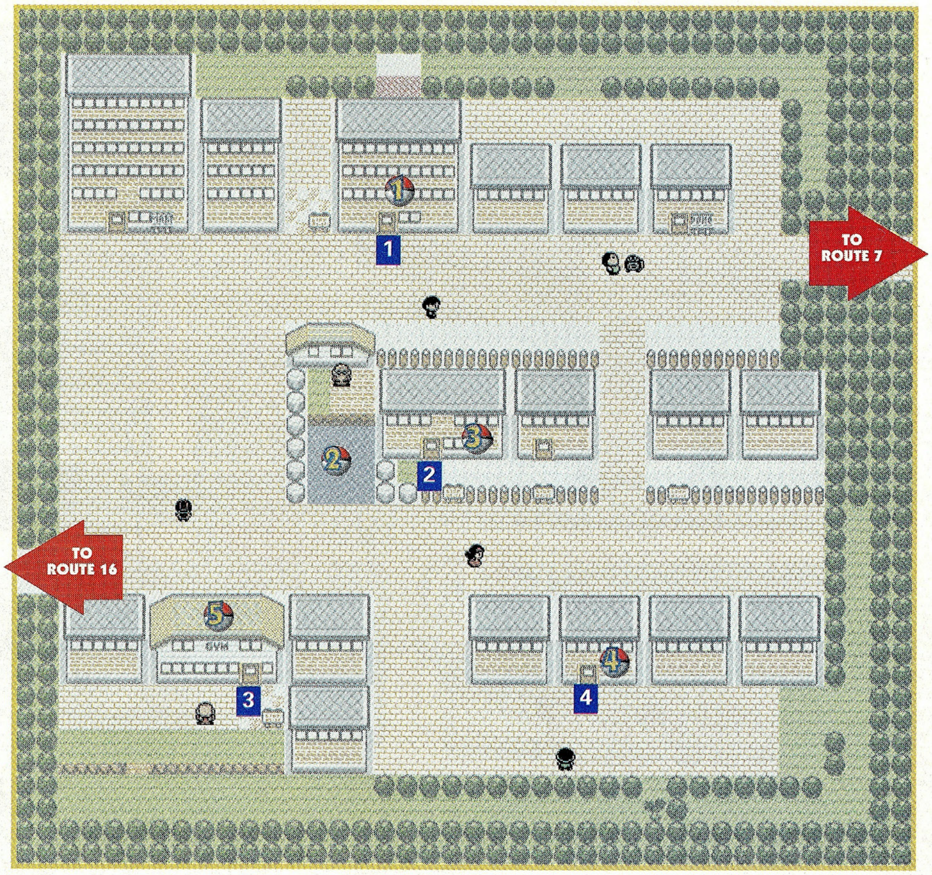
	Morning	Day	Nite
Abra	★ L16	★ L16	★ L16
Houndour			◆ L18
Jigglypuff	★ L18	★ L18	★ L18
Meowth			◆ L17
Persian			◆ L18
Raticate	◆ L18	◆ L18	
Rattata	◆ L17	◆ L17	
Snubull	◆ L18	◆ L18	
Spearow	◆ L17	◆ L17	
Murkrow			◆ L17

● = Common
O = Old
◆ = Normal
G = Good
★ = Rare
S = Super

1 Unlike the north–south underground passage, the doors to the east–west passage are permanently locked. Just read the notice on the door!

Celadon City

Celadon City is a sister city to Johto's Goldenrod City. It's home to Kanto's Department Store and the Game Corner, where you won't find anything under the posters and the slot machines sometimes cheat for you! Celadon City is a busy place with a lot of things to do. Check out every store and building to make sure you don't miss a thing!



Items

1. **TM03 (Curse)**
2. **Coin x 18**
3. **Rainbowbadge; TM19 (Giga Drain)**
4. **Leftovers**

1 While you're in Celadon City, visit Celadon Mansion, the home of the Game Freak designers. You have heard that if you use a secret door in the back to go up to the top floor at nite, a man there will tell you a scary story. You can get TM03 (Curse) just for listening!

2 Muk and Grimer pollute the pond in Celadon City! If you need to add one or the other to your PokéDex, now's your chance!

3 Three years ago, the Game Corner in Celadon City was a front for Team Rocket. The townspeople haven't forgotten that, and you're welcome to check behind any poster in the Game Corner to make sure all the secret passages are gone. This Game Corner has the same machines as the one in Goldenrod City, but the prizes you exchange your Coins for are a little different.

Celadon City Department Store

2F: Counter 1

Poké Ball	P200
Great Ball	P600
Ultra Ball	P1200
Escape Rope	P550
Full Heal	P600
Antidote	P100
Burn Heal	P250
Ice Heal	P250
Awakening	P250
Parlyz Heal	P200

2F: Counter 2

Potion	P300
Super Potion	P700
Hyper Potion	P1200
Max Potion	P2500
Revive	P1500
Super Repel	P500
Max Repel	P700

3F

TM10 (Hidden Power)	P3000
TM11 (Sunny Day)	P2000
TM17 (Protect)	P3000
TM18 (Rain Dance)	P2000
TM37 (Sandstorm)	P2000

4F

Poké Doll	P1000
Lovely Mail	P50
Surf Mail	P50

5F: Counter 1

HP Up	P9800
Protein	P9800
Iron	P9800
Carbos	P9800
Calcium	P9800

5F: Counter 2

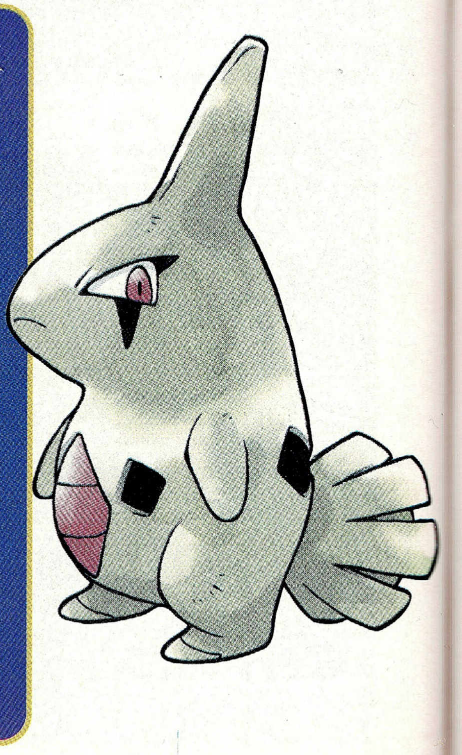
X Accuracy	P950
Guard Spec.	P700
Dire Hit	P650
X Attack	P500
X Defend	P550
X Speed	P350
X Special	P350

6F

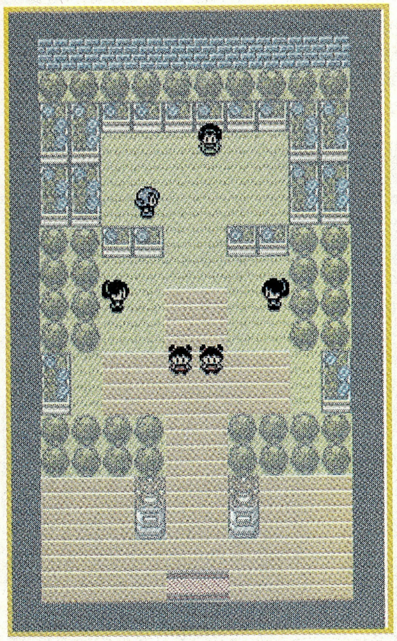
Fresh Water	P200
Soda Pop	P300
Lemonade	P350

Game Corner Merchandise

TM32 (Double Team)	1,500 Coins
TM29 (Psychic)	3,500 Coins
TM15 (Hyper Beam)	7,500 Coins
Pikachu	2,222 Coins
Porygon	5,555 Coins
Larvitar	8,888 Coins



Inside the Celadon City Gym



4 There is a contest in progress in this Restaurant. You can't join in and the staff is too busy to serve you, but check the wastebaskets for Leftovers! Attach the Leftovers Item to a Pokémon and it heals that character a little at a time during battles.

	Morning	Day	Nite
Grimer	● L15-24		
Muk	◆ L15-19		
Larvitar	Buy at the Game Corner for 8,888 coins.		
Pikachu	Buy at the Game Corner for 2,222 coins.		
Porygon	Buy at the Game Corner for 5,555 coins.		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

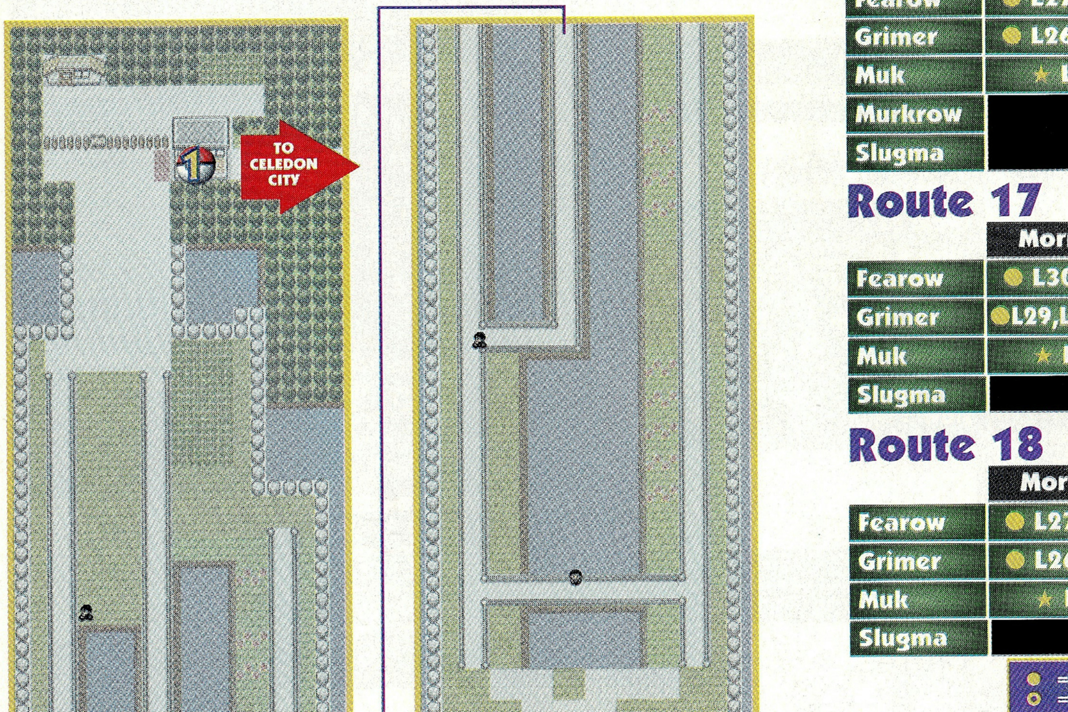
5 The Celadon City Gym is hidden away in the southwest corner of town. You'll have to use Cut on a sapling to reach the entrance, so make sure someone in your party has this move. Erika and her Trainers are experts in Grass- and Poison-type Pokémon, as the Trainer Information table shows. The best attack types to defeat their Pokémon with are from Fire, Ice, and Psychic families. When you defeat Erika, you win the Rainbowbadge and TM19 (Giga Drain).

Erika's Pokémon

Tangela ♀ L42 (Grass)	**Jumpluff** ♀ L41 (Grass/Flying)
Victreebell ♀ L46 (Grass/Poison)	**Bellossom** ♀ L46 (Grass)

Routes 16-18

Grab your Bicycle and get ready for the ride of your life. Cycling Road is a long bike path down a very steep hill. After you start riding down the hill, it's very hard to brake and stop. However, no matter how fast you pedal, you can't escape battle with the other Bikers on the route.



Route 16

	Morning	Day	Nite
Fearow	● L27, L29	● L27, L29	
Grimer	● L26, L28	● L26, L28	● L26-28
Muk	★ L30	★ L30	★ L30
Murkrow			◆ L29
Slugma		★ L29	

Route 17

	Morning	Day	Nite
Fearow	● L30, L32	● L30, L32	
Grimer	●L29,L31,L33	◆ L29	● L29-33
Muk	★ L33	★ L33	★ L33
Slugma		◆ L29, L32	

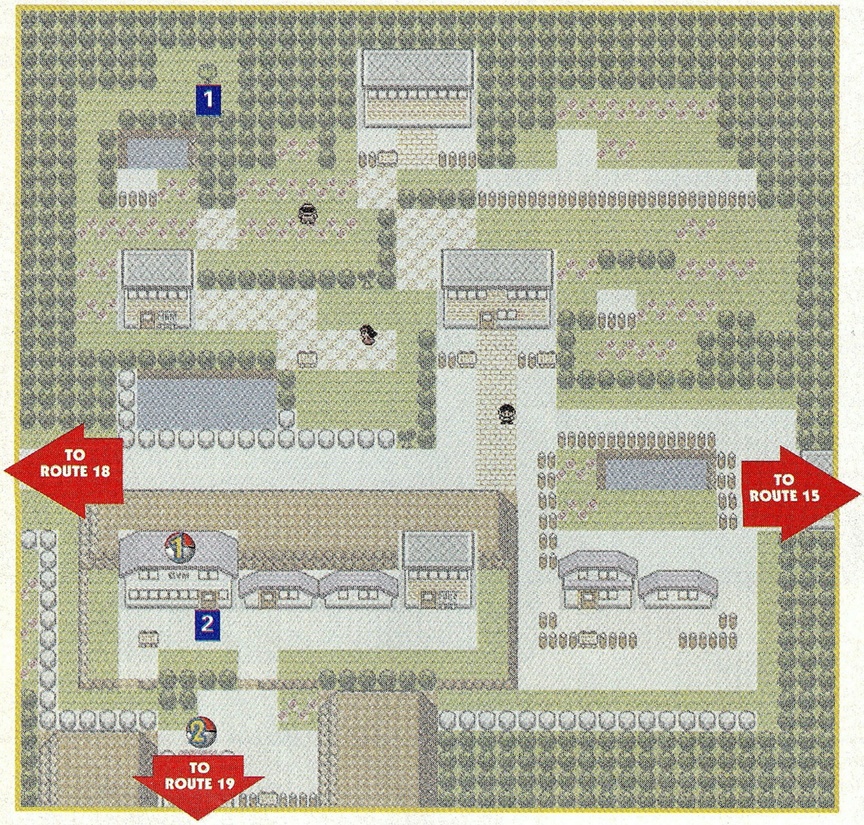
Route 18

	Morning	Day	Nite
Fearow	● L27, L29	● L27, L29	
Grimer	● L26, L28	● L26, L28	● L26-29
Muk	★ L30	★ L30	★ L30
Slugma		★ L29	

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

1 You must have a Bicycle to enter Routes 16–18.

Fuchsia City



Fuchsia City is known for its magnificent Safari Zone, but it's closed while the Warden is traveling abroad. This makes any visit to Fuchsia City likely to be rather short, because Safari Zone is the city's major draw.

1

Janine, the Poisonous Ninja Master, has taken over her father's position as the Gym Leader of the Fuchsia City Gym. Koga, as you might remember, is now one of the Elite Four! Janine has made her Trainers masters of disguise. In fact, they can disguise themselves to look just like Janine! This makes finding her in the Gym a difficult task.

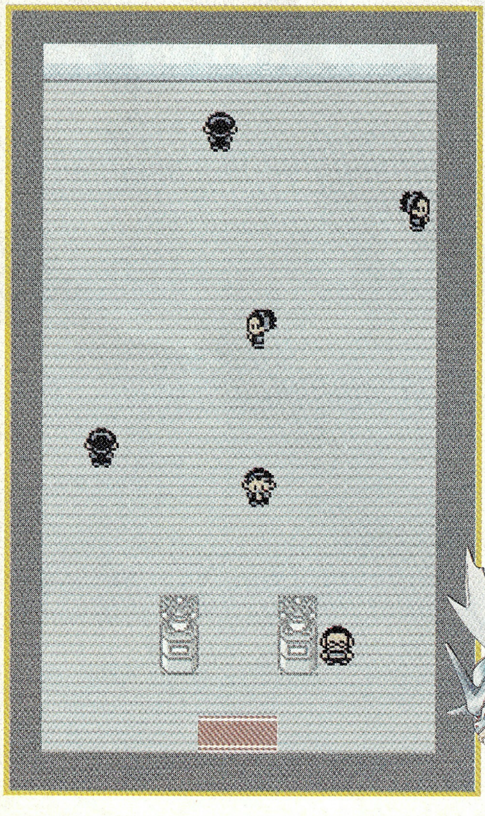
And Koga's invisible walls make avoiding the other Trainers doubly difficult.

Much like her father, Janine is an expert on Poison-type Pokémon. This makes your life a little easier, because the same tactics you used to defeat her father, Koga, will work against her, too. You need Fire-, Earth-, and Psychic-type attacks to wipe out the Grass and Poison hybrid Pokémon that fill this Gym! Defeat Janine to win the Soulbadge and TM06 (Toxic).

Janine's Pokémon

Crobat ♂ L36 (Poison/Flying)	**Weezing ♂ L36** (Poison)
Weezing ♂ L36 (Poison)	**Ariados ♂ L33** (Bug/Poison)
Venonat ♂ L39 (Bug/Poison)	

Inside the Fuchsia City Gym



Items

1. Burn Heal
2. Soulbadge; TM06 (Toxic)

Poké Mart

Great Ball	P600
Ultra Ball	P1200
Super Potion	P700
Hyper Potion	P1200
Full Heal	P600
Max Repel	P700
Flower Mail	P50

2

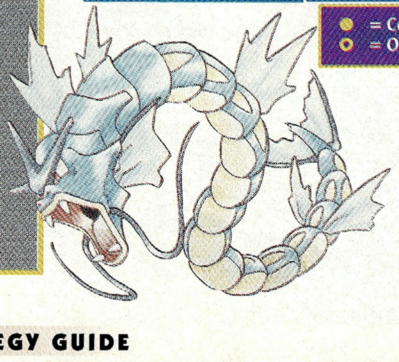
Normally, you could take routes 19 and 20 to Cinnabar Island and the next Gym. However, a volcano erupted on Cinnabar Island recently, making the path to Route 19 impassable. Teams of workers are trying to clear the boulders from the beach, but until they finish you must take Route 21 from Pallet Town to reach what's left of Cinnabar Island.

Sorry. This road is closed for

After you defeat Blaine at the new location of the Cinnabar Island Gym, return here to find the path has been cleared.

	Morning	Day	Nite
Gyarados	(G-L20; S-L40)		
Magikarp	● L10-24 (O-L10; G-L20; S-L40)		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super



Routes 12-15

If Cycling Road is a shortcut to Fuchsia City, routes 12–15 must be the (extremely) long way! This long stretch of road takes you along the eastern coast of Kanto, across Silence Bridge, and through a maze patrolled by zealous Trainers. If you come this way, expect to spend a lot of time either battling or avoiding Trainers. The stakes are high here, but the rewards are great.

1 Visit the elder Fishing Guru to add the Super Rod to your collection. With this you can capture the best Water Pokémon in the sea—and at higher levels.

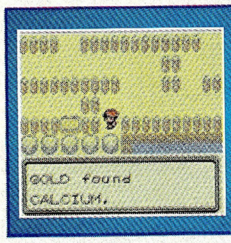
2 As you travel along the docks, look for opportunities to find rare treasures. The bulletin board here points you to a Hidden Item. Use your ItemFinder (and your wits) to find it.

Route 12

	Morning	Day	Nite
Magikarp	(O-L10; G-L20; S-L40)		
Quagsire	◆ L25-29		
Qwilfish	(S-L40)		
Tentacool	● L25-29 (O-L10; G-L20; S-L40)		
Tentacruel	◆ L25-29		

Route 13

	Morning	Day	Nite
Chansey	★ L25	★ L25	★ L25
Hoppip	◆ L25, L27	◆ L25, L27	
Nidorina	◆ L23	◆ L23	
Nidorino	◆ L23	◆ L23	
Noctowl			◆ L25
Pidgeotto	◆ L25	◆ L25	
Quagsire			● L23, L25
Venomoth			◆ L25
Magikarp	(O-L10; G-L20; S-L40)		
Quagsire	◆ L25-29		
Qwilfish	(S-L40)		
Tentacool	● L25-29 (O-L10; G-L20; S-L40)		
Tentacruel	◆ L25-29		

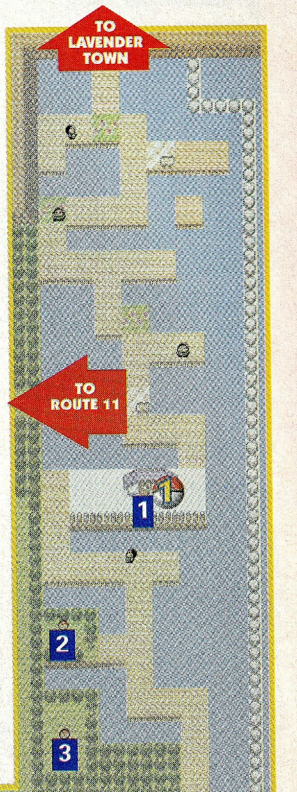


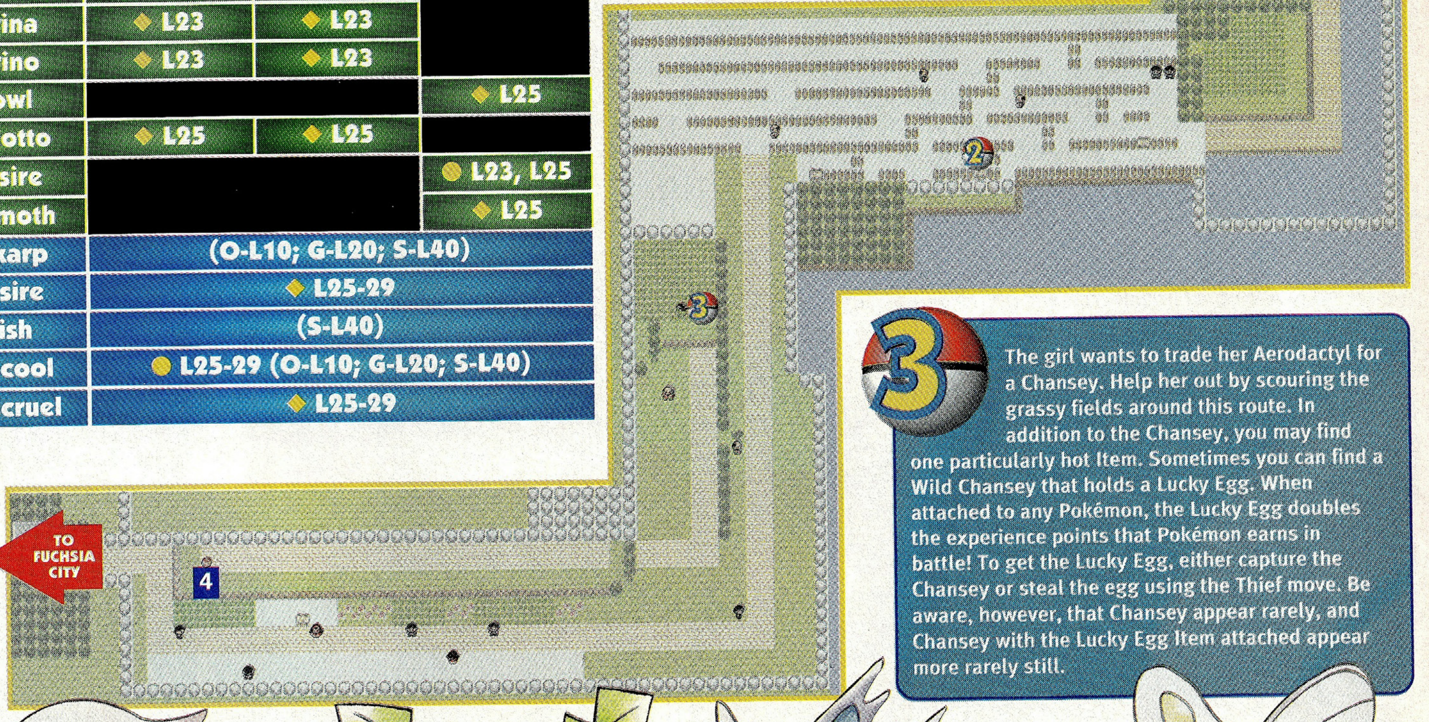
GOLD found CALCIUM.

This picture is worth a thousand words—or at least a Carbo!

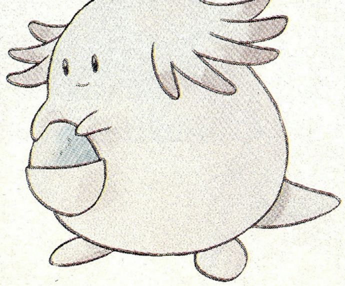
Items

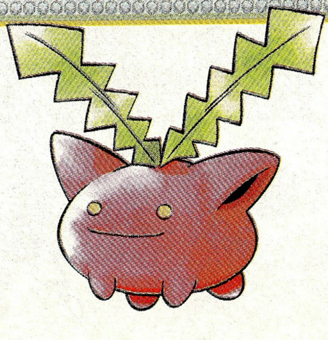
1. Super Rod
2. Calcium
3. Nugget
4. PP Up

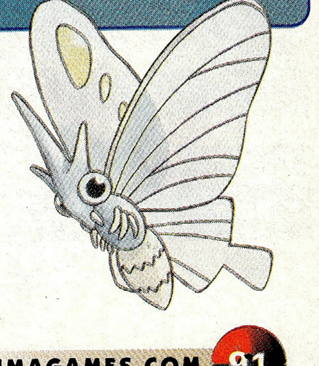




3 The girl wants to trade her Aerodactyl for a Chansey. Help her out by scouring the grassy fields around this route. In addition to the Chansey, you may find one particularly hot Item. Sometimes you can find a Wild Chansey that holds a Lucky Egg. When attached to any Pokémon, the Lucky Egg doubles the experience points that Pokémon earns in battle! To get the Lucky Egg, either capture the Chansey or steal the egg using the Thief move. Be aware, however, that Chansey appear rarely, and Chansey with the Lucky Egg Item attached appear more rarely still.







Route 14

	Morning	Day	Nite
Chansey	★ L28	★ L28	★ L28
Hoppip	◆ L28	◆ L28	
Nidorina	◆ L26	◆ L26	
Nidorino	◆ L26	◆ L26	
Noctowl			◆ L28
Pidgeotto	◆ L28	◆ L28	
Quagsire			● L26, L28
Skiploom	◆ L30	◆ L30	
Venomoth			◆ L28
Venonat			◆ L28
Aerodactyl	Trade a Chansey for this with the girl among the tall grasses.		

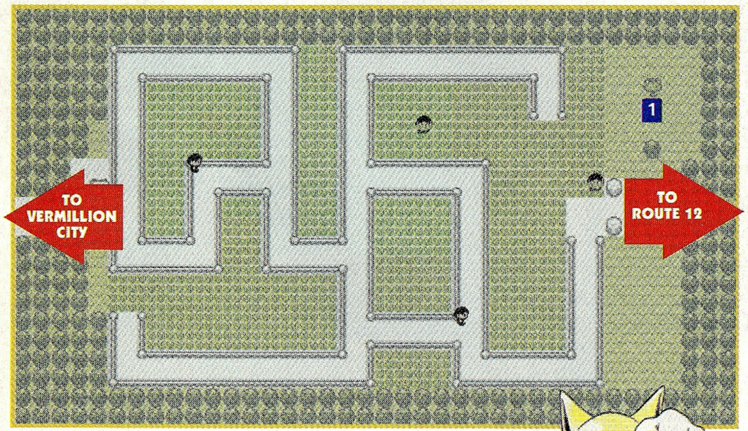
Route 15

	Morning	Day	Nite
Chansey	★ L25	★ L25	★ L25
Hoppip	◆ L25, L27	◆ L25, L27	
Nidorina	◆ L23	◆ L23	
Nidorino	◆ L23	◆ L23	
Noctowl			◆ L25
Pidgeotto	◆ L25	◆ L25	
Quagsire			● L23, L25
Venomoth			◆ L25
Venonat			◆ L23

● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super

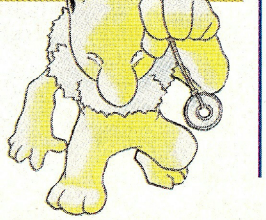
Route 11

It is easy to miss Route 11, tucked away as it is between Vermilion City and Route 12. Although not much happens there (you can pick up a Berry), the Trainers provide good experience—and it's the only place you can pick up a Hypno in the wild!



Items

1. Berry

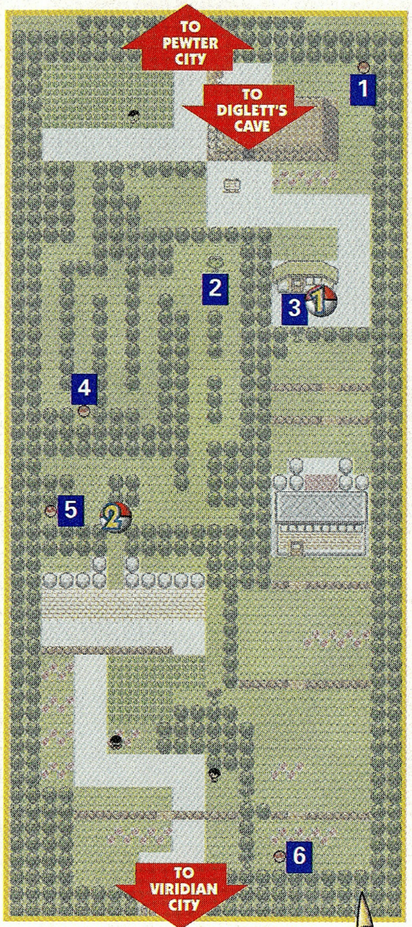


	Morning	Day	Nite
Drowzee			◆ L14
Hoppip	◆ L14, L16	◆ L14, L16	
Hypno			★ L16
Magnemite	◆ L15	◆ L15	◆ L15
Meowth			◆ L13
Noctowl			◆ L16
Pidgeotto	◆ L16	◆ L16	
Rattata	★ L16	★ L16	

NOTE Now you are on the other side of Snorlax. Diglett's Cave can be taken to Route 2. See page 80 for more info.

Route 2

Route 2 runs between Pewter and Viridian cities and is the home of the Viridian Forest. This forested expanase is less of a labyrinth than it was three years ago. It is, however, a great place to test your ItemFinder. Cut through saplings to reach the eastern side of the route, where you'll find the northern entrance to Diglett's Cave.

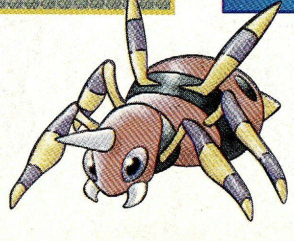


1 The boy in this house hasn't had a visitor in years! He's so happy to see you that he gives you a Nugget. What a great present.

2 The Viridian Forest area is full of dropped Items from past travelers–in addition to the Poké Balls in plain sight. Assign your ItemFinder to SELECT and go through this area with a fine-toothed comb!

Items

1. Carbos
2. Psncureberry
3. Nugget
4. Max Potion
5. Dire Hit
6. Elixir

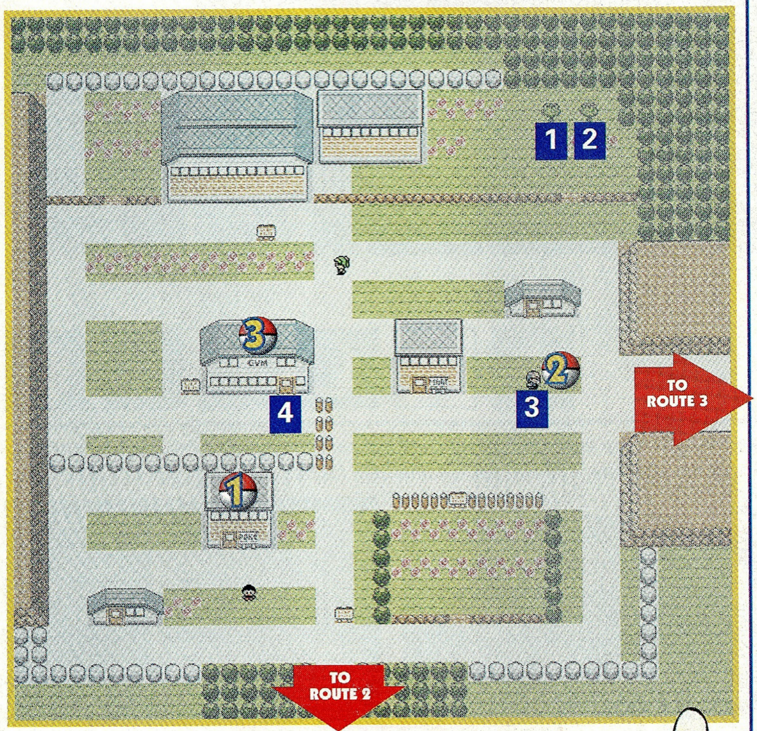


	Morning	Day	Nite
Ariados			★ L7
Butterfree	◆ L7	◆ L7	
Caterpie	◆ L3	◆ L3	
Hoohoot			● L3, L5
Ledian	★ L7		
Ledyba	◆ L3		
Noctowl			◆ L4, L7
Pidgeotto		★ L7	
Pidgey	◆ L5	● L3, L5	
Pikachu	★ L4	★ L4	
Spinarak			◆ L3

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

Pewter City

When you enter Pewter City, you notice right away that the Museum of Science is closed for renovations. Other than that, little has changed in three years. Talk to all the townspeople, because you can find an important Item here!

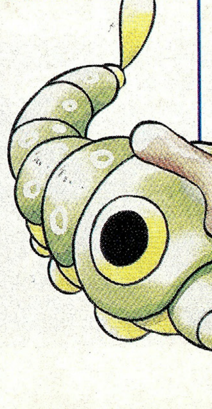


Items

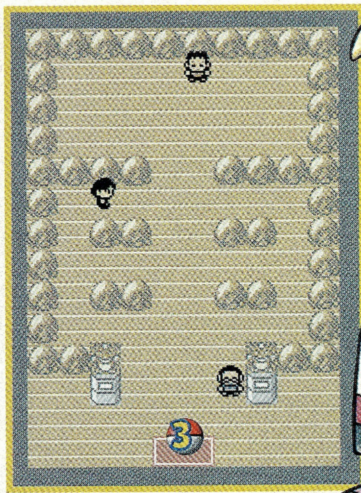
1. Mint Berry
2. Ice Berry
3. Silver Wing
4. Boulderbadge

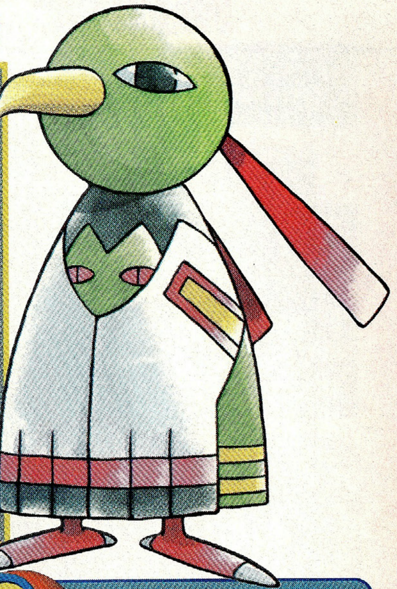
Poké Mart

Great Ball	P600
Super Potion	P700
Super Repel	P500
Antidote	P100
Parlyz Heal	P200
Awakening	P250
Burn Heal	P250



Inside the Pewter City Gym





1 A gentleman in the Pokémon Center wants to trade his Xatu for a Haunter. If you have one to spare, trade with him.

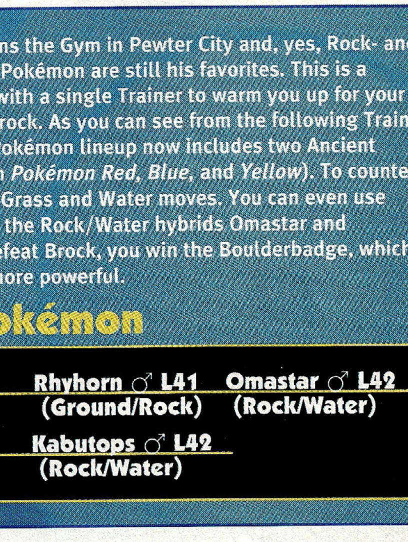
2 The gentleman near the Route 3 exit has a tremendously exciting Item in his possession. If you tell him you're from Johto, he'll reminisce about his boyhood journey there and the Item he found.

3 Brock still runs the Gym in Pewter City and, yes, Rock- and Ground-type Pokémon are still his favorites. This is a simple Gym with a single Trainer to warm you up for your battle with Brock. As you can see from the following Trainer Information table, his Pokémon lineup now includes two Ancient Pokémon (discovered in *Pokémon Red, Blue,* and *Yellow*). To counter, use Pokémon strong in Grass and Water moves. You can even use Electric attacks against the Rock/Water hybrids Omastar and Kabutops. When you defeat Brock, you win the Boulderbadge, which makes your Pokémon more powerful.

Brock's Pokémon

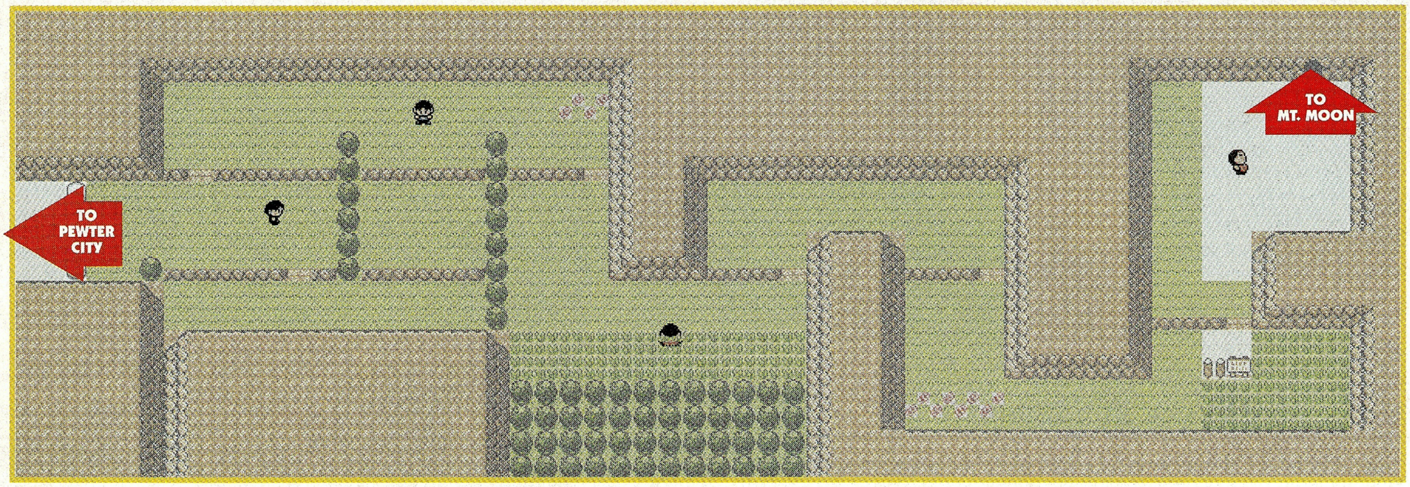
Graveler ♂ L41 (Rock/Ground)	Rhyhorn ♂ L41 (Ground/Rock)	Omastar ♂ L42 (Rock/Water)
Onix ♂ L44 (Rock/Ground)	Kabutops ♂ L42 (Rock/Water)	

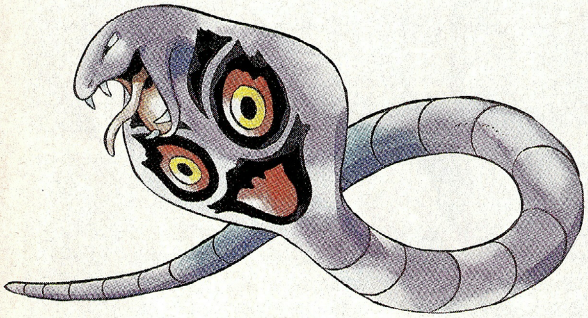
	Morning	Day	Nite
Xatu	Trade a Haunter for this with the old man inside the Poké Center.		



Route 3

Route 3 takes you from Pewter City to the mysterious Mt. Moon, where you'll battle your Rival. Consider running back to Pewter City to heal your Pokémon after you run the gamut of Trainers. The Pokémon Center that was there three years ago is there no longer.





	Morning	Day	Nite
Arbok	★ L10	★ L10	
Clefairy			★ L6
Ekans	◆ L8	◆ L8	
Raticate	◆ L10	◆ L10	◆ L10
Rattata	● L5	● L5	● L5, L10
Sandshrew	★ L10	★ L10	
Spearow	● L5	● L5	
Zubat			◆ L6

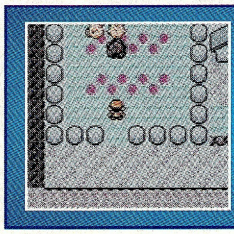
● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super

Mt. Moon

The Clefairy still play on Mt. Moon, even if it doesn't look quite the same as it used to. When you enter the cave, your Rival confronts you. Head upstairs and talk to the owners of the small store there. It's open only during the day, so write it into your schedule. You will learn something interesting about the field next door.

1 The Poké Mart here is open only during the morning and afterday. It offers a strange assortment of merchandise, including the very rare Portrait Mail. This stationery features the image of the Pokémon holding it and is fun to send to friends.

2 Clefairy dance in the square every Monday nite. If you see them, check the rock they leave behind for a special gift—a Moon Stone!



Dance, Clefairy! Dance!

Rival Battle #6

It's been a while, KRIS.

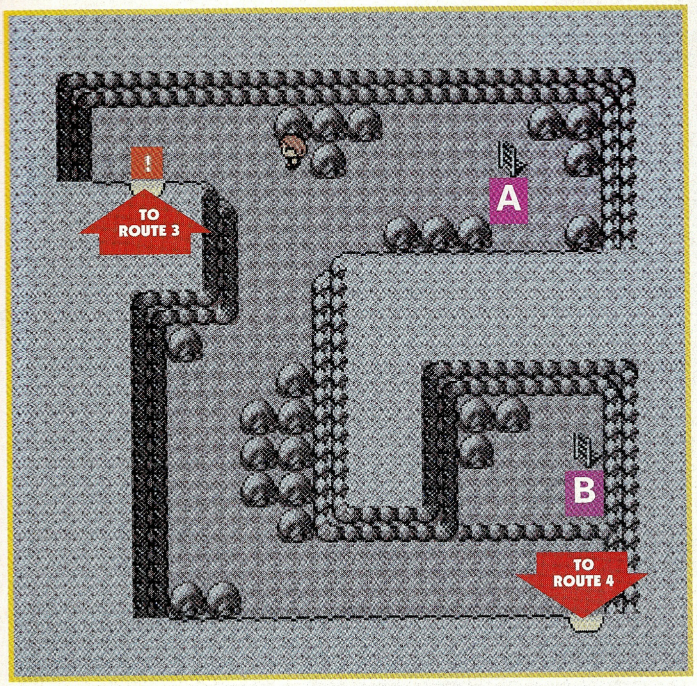
It's time for the final showdown!

This is your final battle with your Rival. Are you ready? Not much has changed since your battle in Victory Road—except your Rival's attitude. Use the same tactics as before and you should come out the clear winner. Afterward, your Rival will take some time off to train in the Dragon's Den. You can visit him there every Tuesday and Thursday. On Mondays and Wednesdays, your Rival heads off to Indigo Plateau. Meet him there for another confrontation, if you dare.

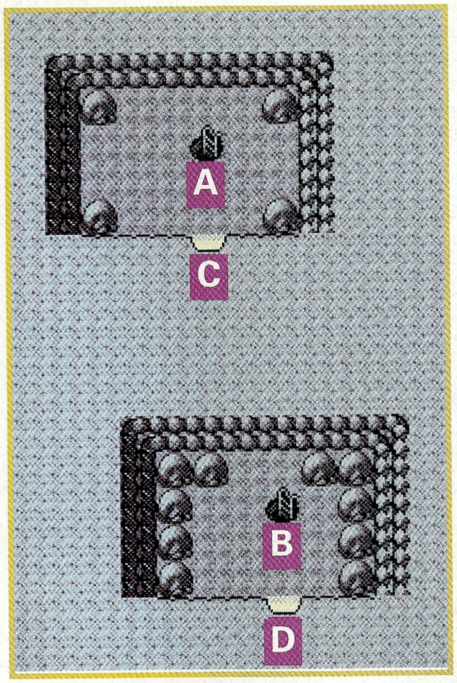
Battle Pokémon

Sneasel	**L41**	**Alakazam**	**L43**
Golbat	**L42**	**Feraligtr, Meganium, Typhlosion**	**L45**
Magneton	**L41**		
Gengar	**L43**		

Floor 1F



Floor 2F (Caves)



Items

1. Moon Stone (Monday nites only)

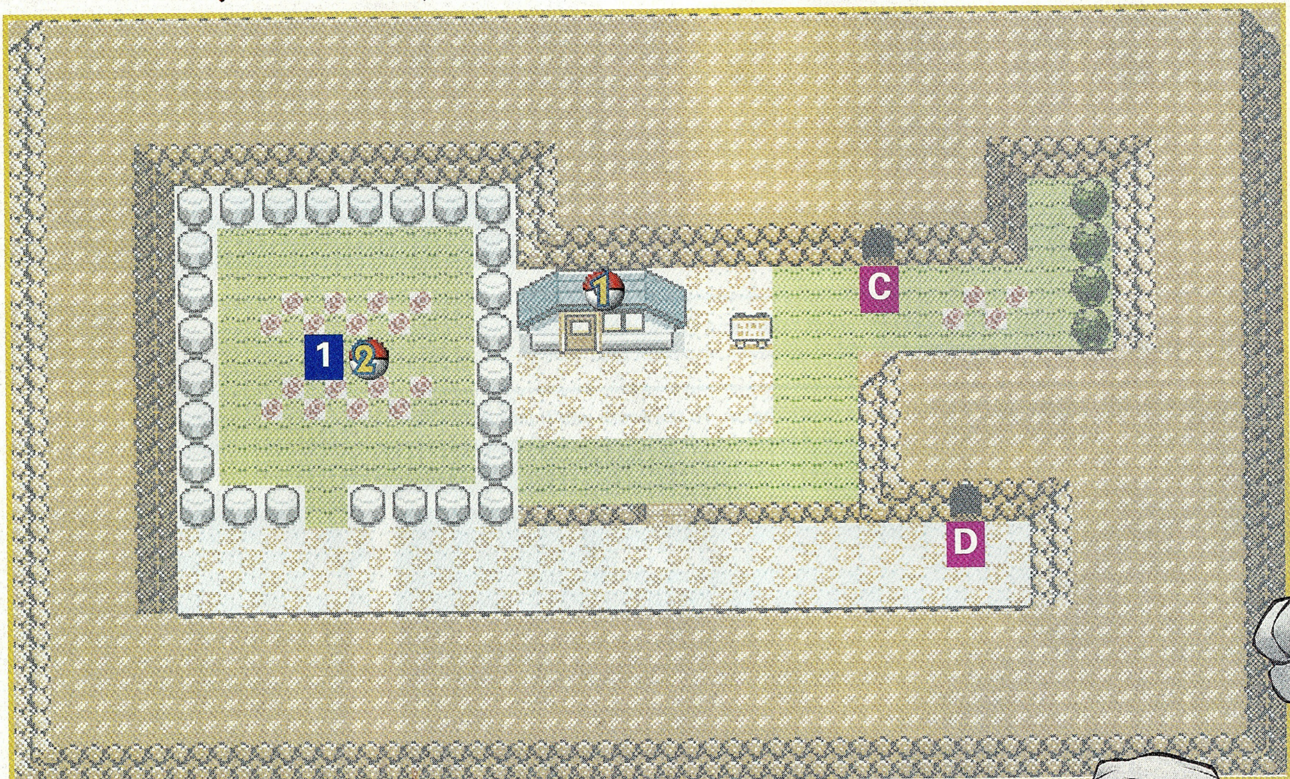
Poké Mart

Poké Doll	₽1000
Fresh Water	₽200
Soda Pop	₽300
Lemonade	₽350
Repel	₽350
Portrait Mail	₽50

NOTE

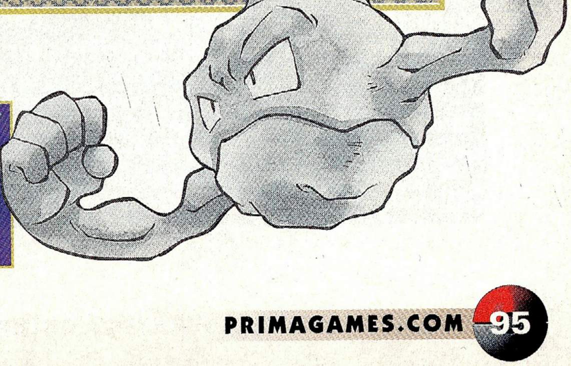
Match the lettered boxes on the maps to see where a staircase or teleporter will lead.

Floor 2F (Outside)



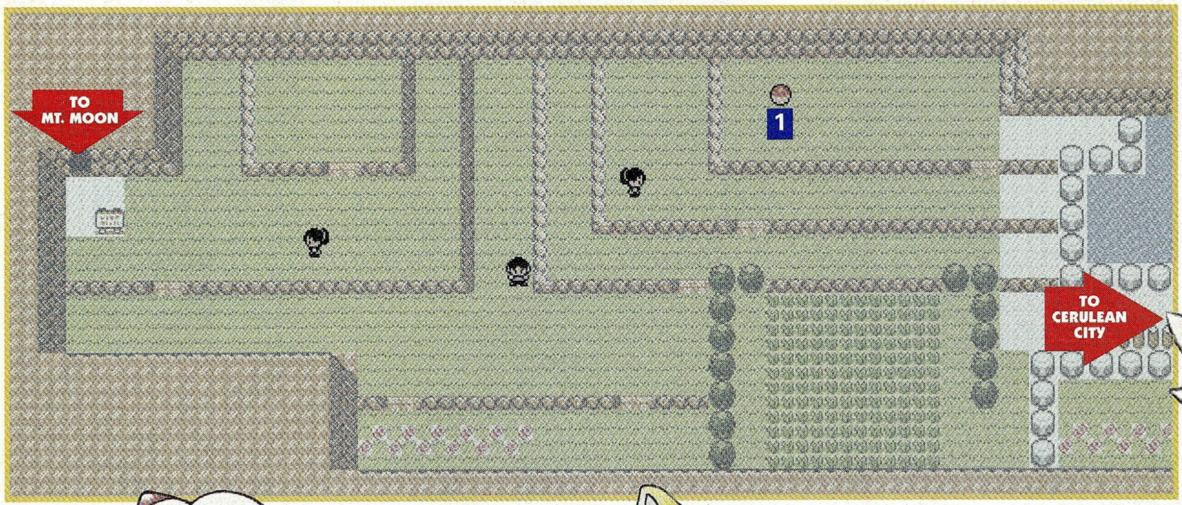
	Morning	Day	Nite
Clefairy	★ L8	★ L8	◆ L8, L10
Geodude	◆ L8, ★ L10	◆ L8, ★ L10	◆ L8, ★ L10
Paras	◆ L12	◆ L12	◆ L12
Sandshrew	◆ L8	◆ L8	
Zubat	◆ L6	◆ L6	◆ L6

● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super



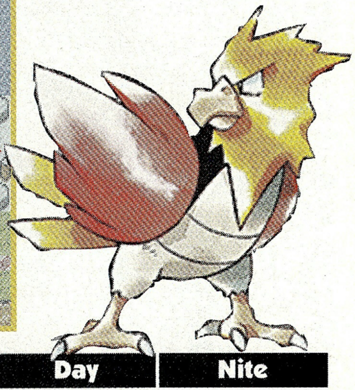
Route 4

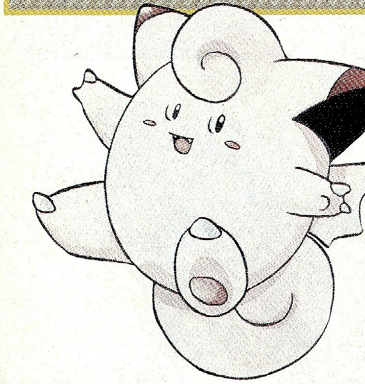
Route 4 runs from Mt. Moon to Cerulean City. This route's terraced landscape Route makes it impossible for you to travel in the other direction (from Cerulean City to Mt. Moon). So grab all the Items and fight all the Trainers, but don't jump over the wall that borders the grassy field and extends to the pilings bordering the water.

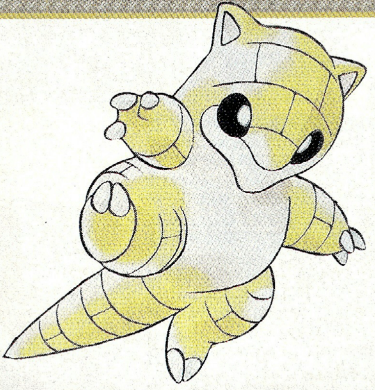


Items

1. HP UP







	Morning	Day	Nite
Arbok	★ L10	★ L10	
Clefairy			★ L6
Ekans	◆ L8	◆ L8	
Raticate	◆ L10	◆ L10	◆ L10
Rattata	◆ L5	◆ L5	● L5, L10
Sandshrew	★ L10	★ L10	
Spearow	◆ L5	◆ L5	
Zubat			◆ L6
Goldeen	● L5-14		
Seaking	◆ L10-14		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super

Viridian City

Viridian City is the crossroads of the western half of the Kanto region. To the south you'll find Pallet Town and Cinnabar Island; to the north lies Pewter Town and access to Mt. Moon; to the west you'll find the Pokémon League Reception Gate and access to Mt. Silver, Indigo Plateau, and Johto. While you're in town, check to see if Blue, the new Gym Leader, is in. Or take on a random Trainer in the Trainers' House.

1

Blue, the new Gym Leader of the Viridian City Gym, has a strange habit of wandering off to think about life. You can find him on Cinnabar Island, where you can persuade him to return to the Gym and battle you for the Earthbadge.

Blue is the hardest Kanto Gym Leader to beat. His Pokémon are in the mid- to upper 50s in level and run the gamut from Flying Pokémon to Water and Fire Pokémon: he has an extremely well-balanced team.

Use Water moves to take out Blue's Arcanine and Rhydon, Electric attacks to take out his Pidgeot and Gyarados, and Bug or Dark attacks to take out Alakazam and Exeggutor. This is a tough battle, but not very different from taking on the Elite Four or your own Rival. Survive and you get the Earthbadge—and everyone's approval!

Blue's Pokémon

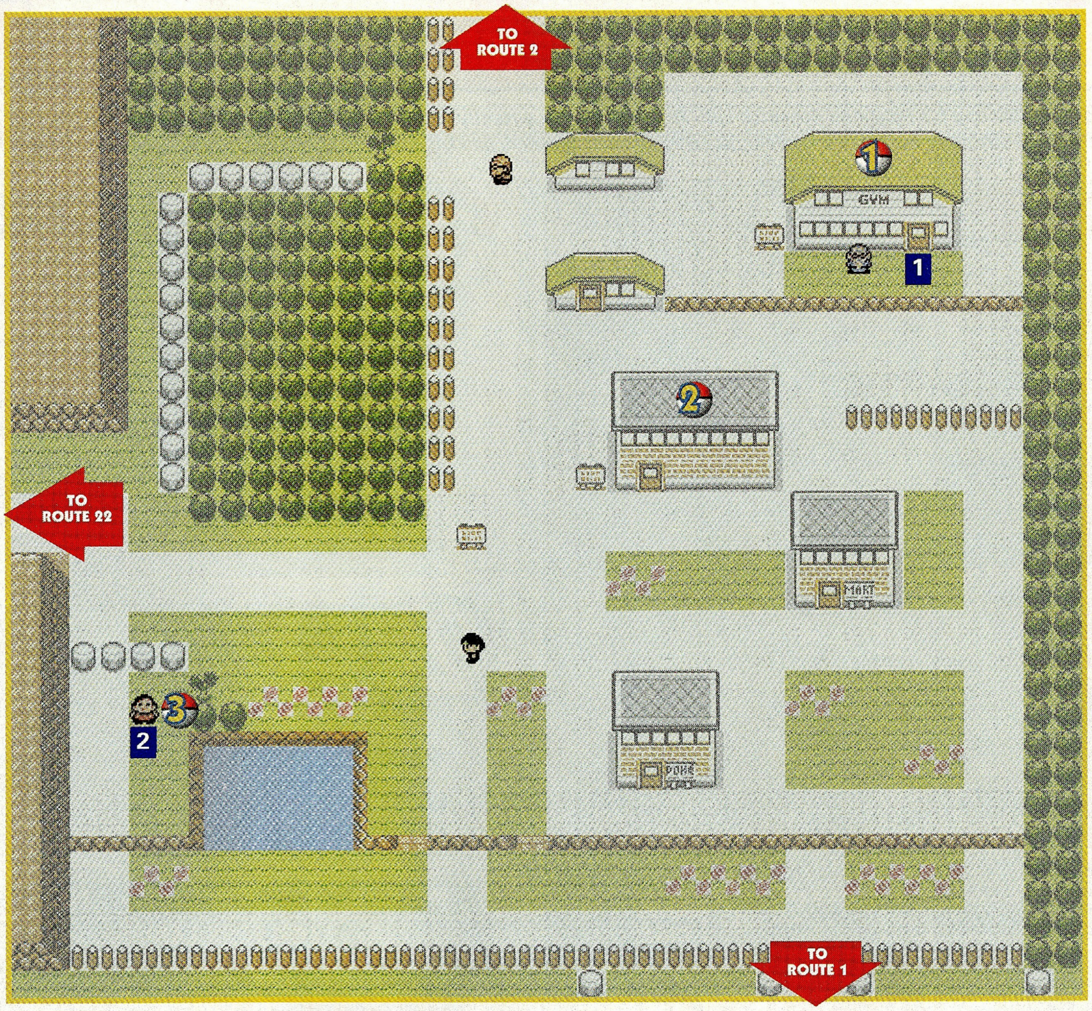
Pidgeot ♂ L56 (Flying/Normal)	**Alakazam ♂ L54** (Psychic)
Rhydon ♂ L56 (Ground/Rock)	**Gyarados ♂ L58** (Water/Flying)
Exeggutor ♂ L58 (Grass/Psychic)	**Arcanine ♂ L58** (Fire)

2

If you need extra practice and a new challenge, visit the Trainer House, where you can battle some of the land's toughest Trainers—one per day. If you haven't used your Game Link to fight a friend or to trade Pokémon, you'll battle Cal, a Trainer with L50 versions of all three starting Pokémon. If you have used the Game Link, you'll battle a computer-generated version of your last Game Link partner.

	Morning	Day	Nite
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L5-14 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L10-14		

● = Common ◆ = Normal ★ = Rare
○ = Old G = Good S = Super



Items

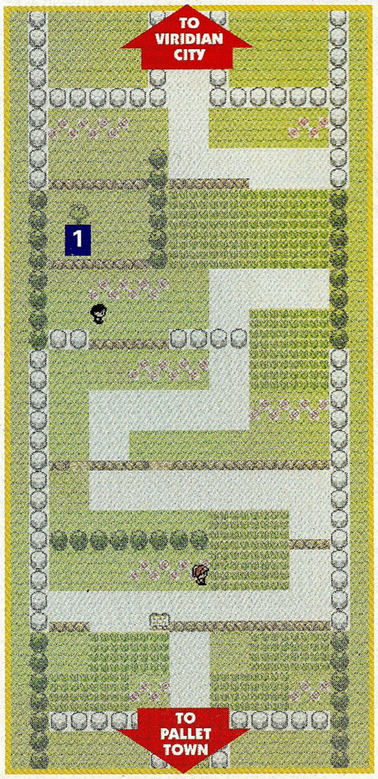
1. Earthbadge
2. TM42 (Dream Eater)

Poké Mart

Ultra Ball	₽1200
Hyper Potion	₽1200
Full Heal	₽600
Revive	₽1500
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Burn Heal	₽250
Flower Mail	₽50

3 Swim across the pool or cut down the sapling to encounter this sleepy guy. He keeps dreaming about a Drowzee that eats his dreams. When he wakes up, he finds TM42 (Dream Eater), and gives it to you!

Route 1



Route 1 runs between Viridian City and Pallet Town. The Pokémon there are young and weak, and easily frightened off by your best Pokémon. Come here when you want to level up Baby or other low-level Pokémon.

Items

1. Bitter Berry

	Morning	Day	Nite
Furret	★ L6	★ L6	
Hoothoot			● L2-4
Pidgey	● L2-4	● L2-4	
Raticate			★ L6
Rattata	◆ L2	◆ L2	● L2-3
Sentret	◆ L3	◆ L3	

● = Common ◆ = Normal ★ = Rare
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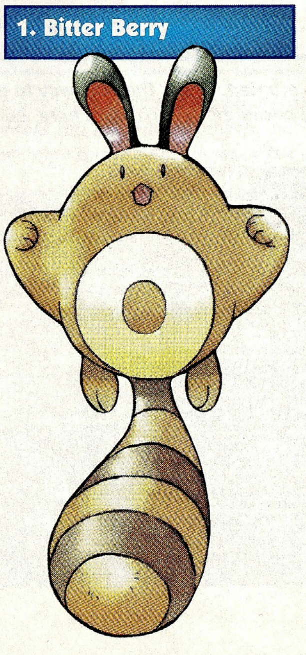
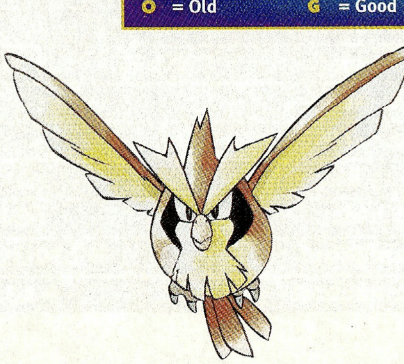
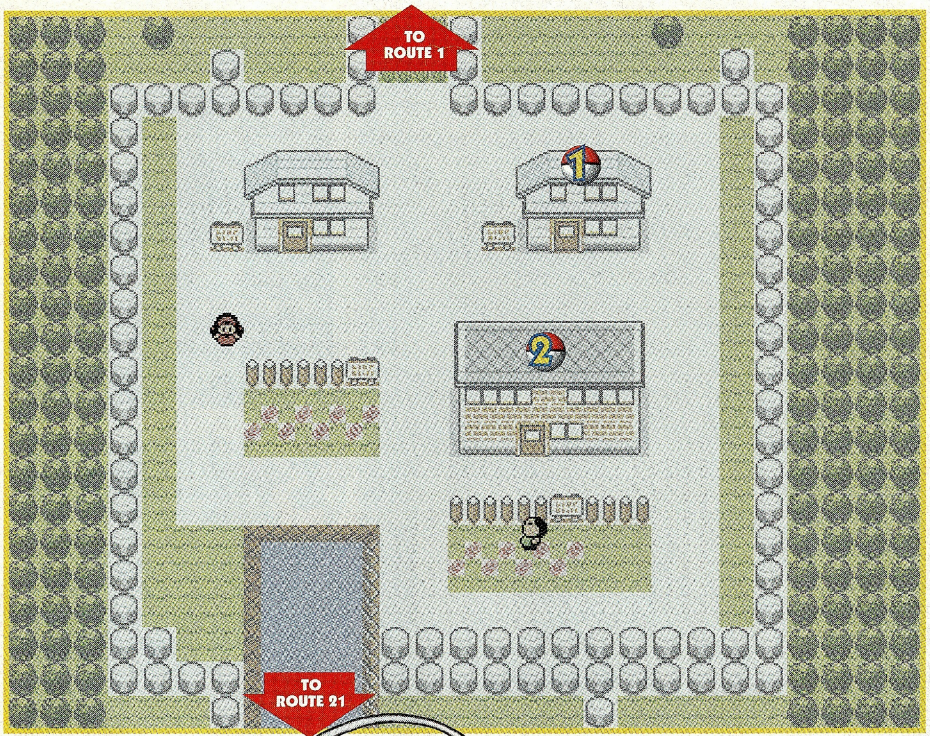




Pallet Town

Pallet Town is where you'll find Prof. Oak and his Pokémon Research Lab. This tiny town is virtually identical to Johto's New Bark Town. You can find Red's mom waiting at home and Blue's sister sitting at her table next door. But Red has disappeared, and his Rival, Blue, is now Viridian City Gym Leader.

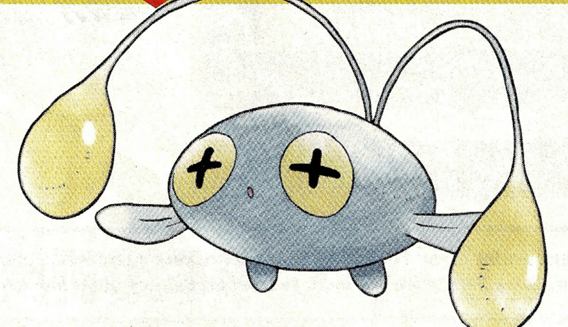


1 Blue's Sister, Daisy, is as courteous here as she was in *Pokémon Red*, *Blue*, and *Yellow*. Visit her on any day between 3 and 4 p.m., and she'll invite you to tea. While you relax, Daisy will groom one of your Pokémon. Grooming makes your Pokémon like you more, so visit Daisy often.

DAISY: Which one should I groom?

Daisy grooms Pokémon only between 3 and 4 p.m.!

2 Prof. Oak's Pokémon Research Lab is renowned as the birthplace of the PokéDex. Check in with Prof. Oak after you collect all eight Kanto Gym Badges and he'll give you access to the last section of the Kanto region—Route 28 and Mt. Silver. Only the *finest* Pokémon Trainers may travel there, so you should feel honored!



	Morning	Day	Nite
Chichou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	L20-24		
Shellder	(O-L10; G-L20)		
Tentacool	● L30-39 (O-L10; G-L20)		
Tentacruel	★ L30-39 (S-L40)		

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

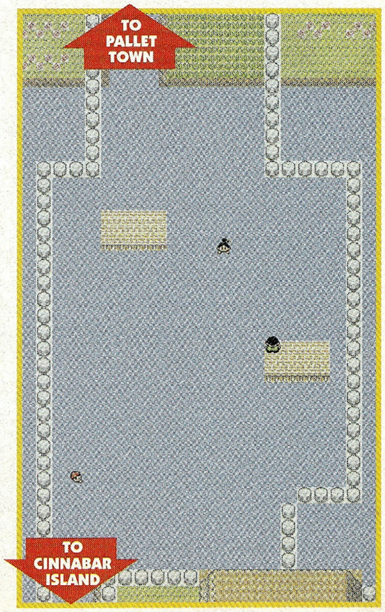
Route 21

Route 21 takes you from Pallet Town to Cinnabar Island. Since the volcano erupted, this is the only way to get to Cinnabar Island. (The beach at Fuchsia City is blocked by rubble!) You'll encounter few Trainers here, but lots of new Pokémon.

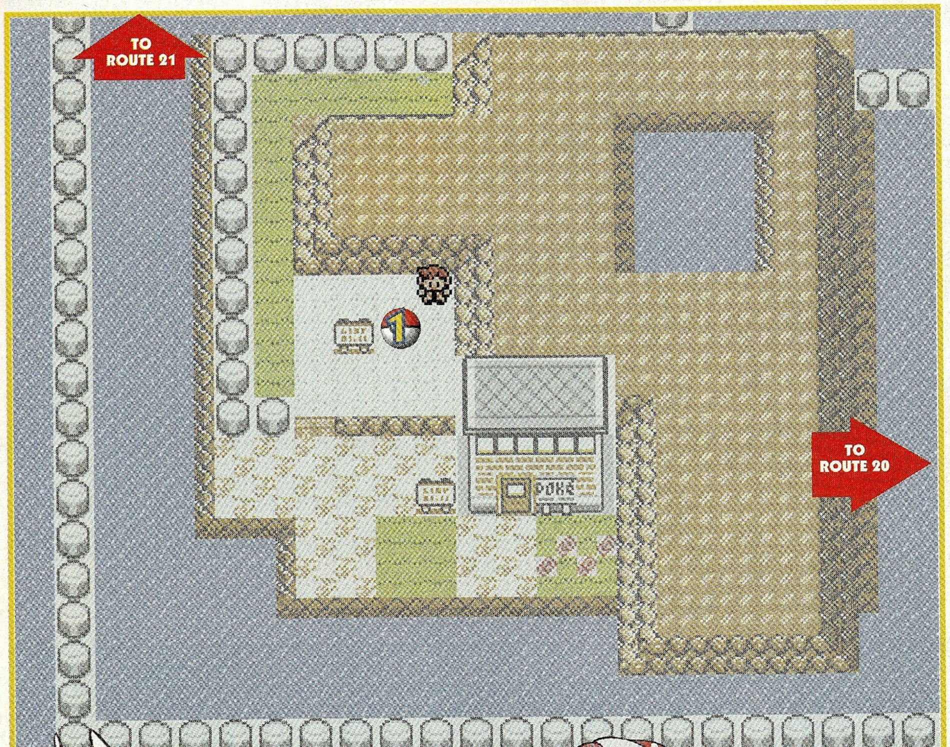
	Morning	Day	Nite
Mr. Mime	◆ L28, L30	◆ L28, L30	
Raticate	◆ L20	◆ L20	◆ L20
Rattata	◆ L25	◆ L25	◆ L25
Tangela	● L30, L35	● L30, L35	●L28,L30,L35
Chichou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L30-39 (O-L10; G-L20)		
Tentacruel	◆ L35-39 (S-L40)		

● = Common
◆ = Normal
★ = Rare

O = Old
G = Good
S = Super



Cinnabar Island

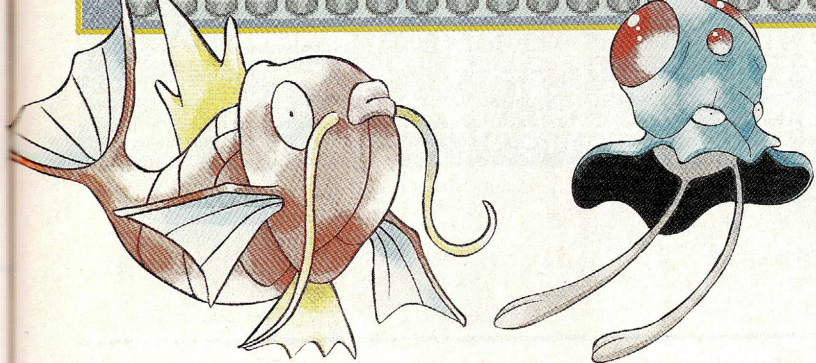


Cinnabar Island has undergone a transformation since an erupting volcano destroyed most of it. What once was a bustling city now is merely a Pokémon Center outpost. If you've come looking for the Cinnabar Island Gym, Blaine's moved it to a cavern on the Seafoam Islands.

1 Blue, Leader of the Viridian City Gym, often comes to Cinnabar Island to look at the wreckage and muse about the meaning of life. He's in no mood to battle you when you first approach him, but by the end of your conversation he's ready to rush back to his Gym. When you return to Viridian City, you'll find Blue waiting there.

That meddling RED did me in…

Blue obviously remembers the beating he got at Red's hands!



	Morning	Day	Nite
Chichou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L30-39 (O-L10; G-L20)		
Tentacruel	◆ L35-39 (S-L40)		

● = Common
◆ = Normal
★ = Rare
O = Old
G = Good
S = Super

Routes 19, 20, and Seafoam Islands

Routes 19 and 20 still take you between Cinnabar Island and the mainland (at Fuchsia City). However, giant boulders tossed by the Cinnabar volcano now block the beach entrance to Fuchsia City. Workers toil to clear the debris, but there's no telling how long it will take them.

In other news, the Seafoam Islands are now home to the new Cinnabar Island Gym. To win the Volcanobadge, you must go there.

1 The Seafoam Islands have been reduced to a single cavern over the last three years, and the small space suits Blaine just fine. When you get to the Seafoam Islands, expect to fight Blaine by himself; the new Gym has no room for other Trainers! He uses three Fire-type Pokémon—Magmar, Rapidash, and a new one that will make your skin crawl. Following the Strengths and Weaknesses chart, your best bets are Water-, Ground-, and Rock-type attacks. When you defeat Blaine, you win the Volcanobadge. You should be pretty close to completing the Kanto Gym Challenge by now!

Blaine's Pokémon

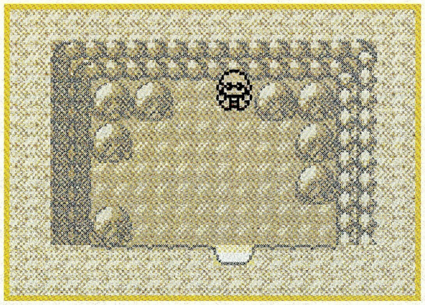
Magcargo ♂ L45	**Magmar ♂ L45**	**Rapidash ♂ L50**
(Fire/Rock)	**(Fire)**	**(Fire)**

2 Once you get the Volcanobadge, Surf Route 19 to Fuchsia City for a big surprise. The workers finally have cleared the road of those huge boulders. Now you can go almost anywhere in the Kanto region!

The roadwork is finally finished.

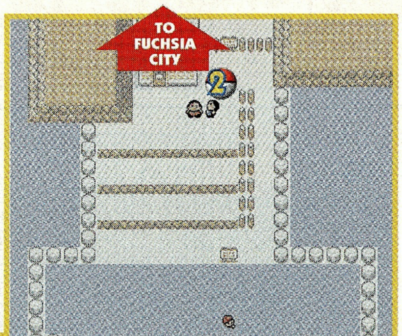
Finally, you can travel freely between Cinnabar Island and Fuchsia City!

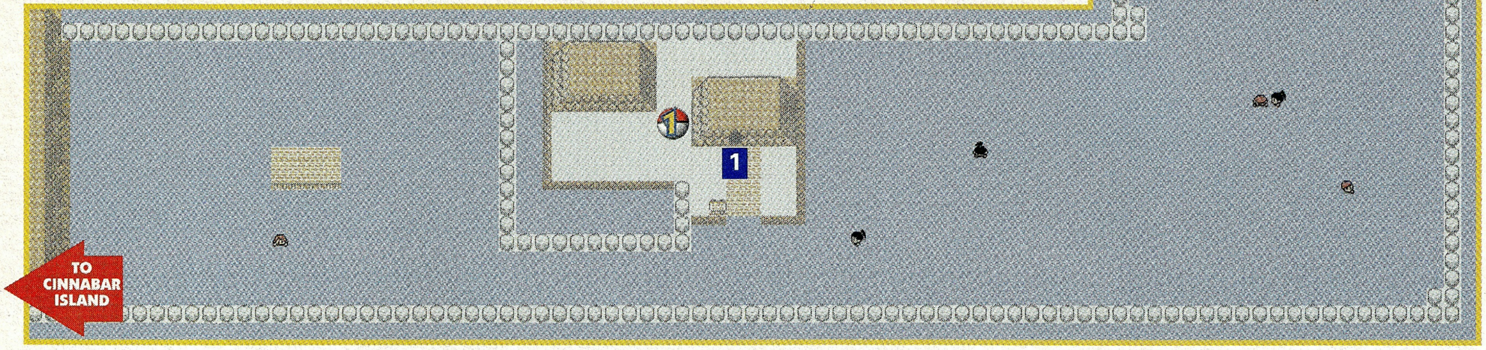
Inside the (new) Cinnabar City Gym



Items

1. Volcanobadge


TO FUCHSIA CITY
2


1
1
TO CINNABAR ISLAND

Route 19

	Morning	Day	Nite
Corsola	(G-L20; S-L40)		
Kingler	(S-L40)		
Krabby	(O-L10; G-L20; S-L40)		
Magikarp	(O-L10; G-L20)		
Staryu			(G-L20; S-L40)

● = Common ◆ = Normal ★ = Rare
O = Old G = Good S = Super

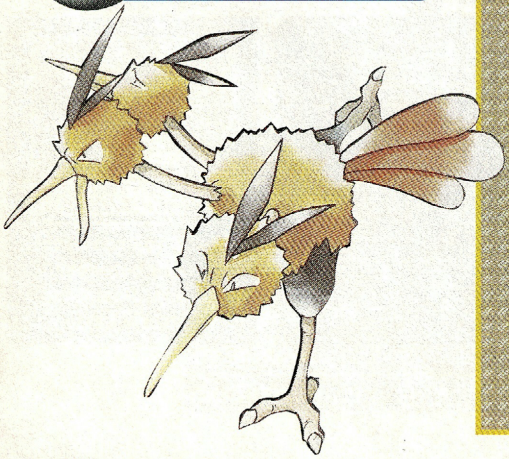
Route 20

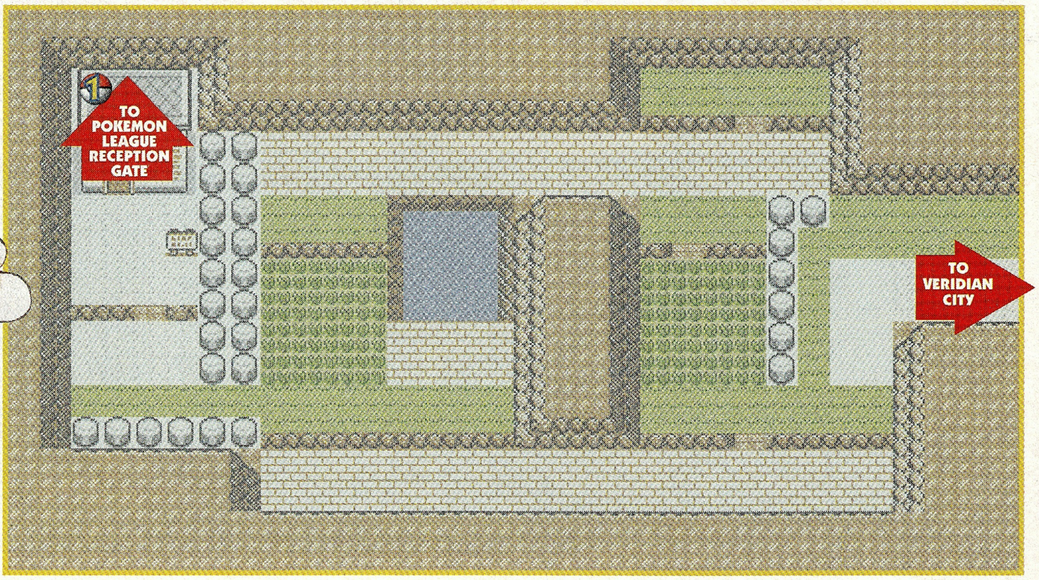
	Morning	Day	Nite
Chichou	(G-L20; S-L40)		
Lanturn	(S-L40)		
Magikarp	(O-L10; G-L20)		
Shellder	(G-L20; S-L40)		
Tentacool	● L30-39 (O-L10; G-L20)		
Tentacruel	◆ L35-39 (S-L40)		

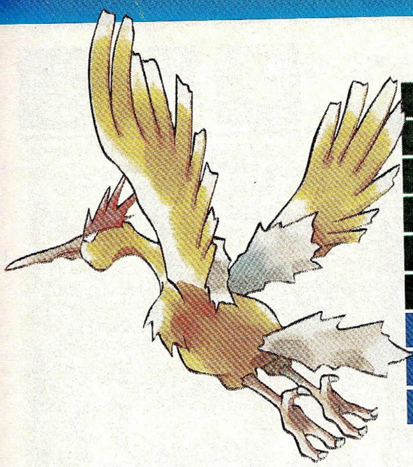
Route 22

Route 22 takes you between Viridian City and the Pokémon League Reception Gate. You need only pass through to the gate from this route to get rid of the guard blocking the way. To enter Route 28, you first must get all eight Badges to complete the Kanto Pokémon Gym Challenge. Then speak with Prof. Oak in Pallet Town and get permission!

1 Walk west after you enter this gate to find Route 28.

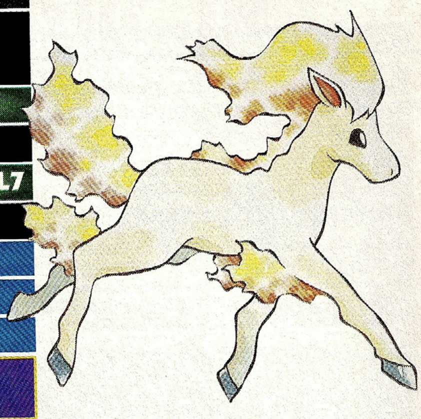



1
TO POKEMON LEAGUE RECEPTION GATE
TO VERIDIAN CITY



	Morning	Day	Nite
Dodrio	◆ L4	◆ L4	
Fearow	★ L7	★ L7	
Poliwag			◆ L3-4
Ponyta	★ L6	★ L6	
Rattata	◆ L3	◆ L3	● L3,L5,L6,L7
Spearow	● L3, L5	● L3, L5	
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L5-14 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L10-14		

● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super

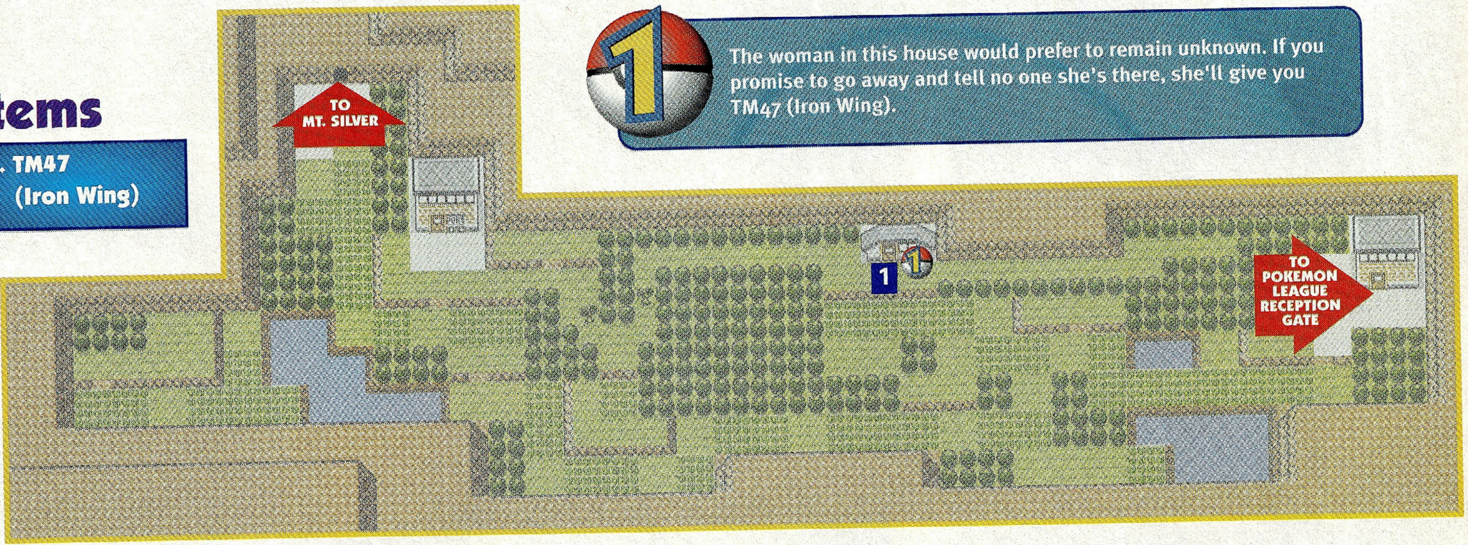


Route 28

Only Route 28 stands between you and Mt. Silver. The Wild Pokémon here are quite strong, making this the perfect place to train. A Pokémon Center on this route makes it possible to heal your Pokémon's battle scars.

Items

1. TM47 (Iron Wing)



1 The woman in this house would prefer to remain unknown. If you promise to go away and tell no one she's there, she'll give you TM47 (Iron Wing).

Route 28

	Morning	Day	Nite
Arbok	◆ L42	◆ L42	
Doduo	★ L41	★ L41	
Dodrio	★ L43	★ L43	
Golbat			◆ L40, L42
Poliwhirl			★ L40
Ponyta	◆ L40	◆ L40	
Rapidash	◆ L40	◆ L40	
Tangela	◆ L39	◆ L39	◆ L39
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L40-44 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L35-39		

● = Common
○ = Old
◆ = Normal
G = Good
★ = Rare
S = Super

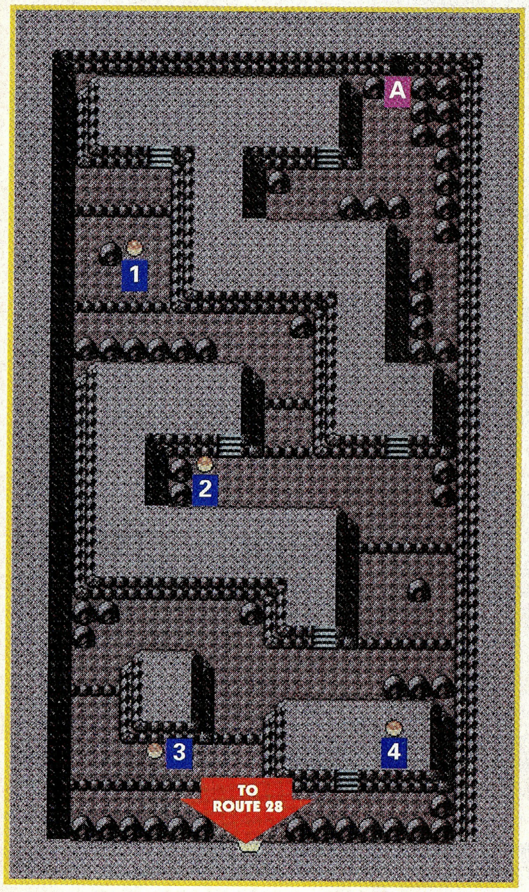
Mt. Silver Entrance Area

	Morning	Day	Nite
Arbok	◆ L42	◆ L42	
Doduo	★ L41	★ L41	
Dodrio	★ L43	★ L43	
Golbat			◆ L40,L42,L44
Poliwhirl			● L42, L44
Ponyta	◆ L42	◆ L42	
Rapidash	◆ L44	◆ L44	
Tangela	◆ L41	◆ L41	◆ L41
Magikarp	(O-L10; G-L20; S-L40)		
Poliwag	● L35-39 (O-L10; G-L20; S-L40)		
Poliwhirl	◆ L35-44		

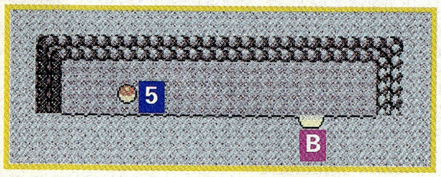
Mt. Silver

Access to Mt. Silver is the greatest honor a Pokémon Trainer can receive. The caverns are home to some of the weirdest and strongest Pokémon in either region. You'll encounter a lot of new Pokémon, so investigate and explore the mountain thoroughly. And you may see a familiar face: the Champion Red likes to hang out here.

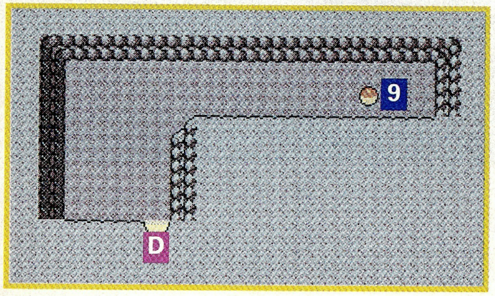
Floor 1F (Entrance cavern)



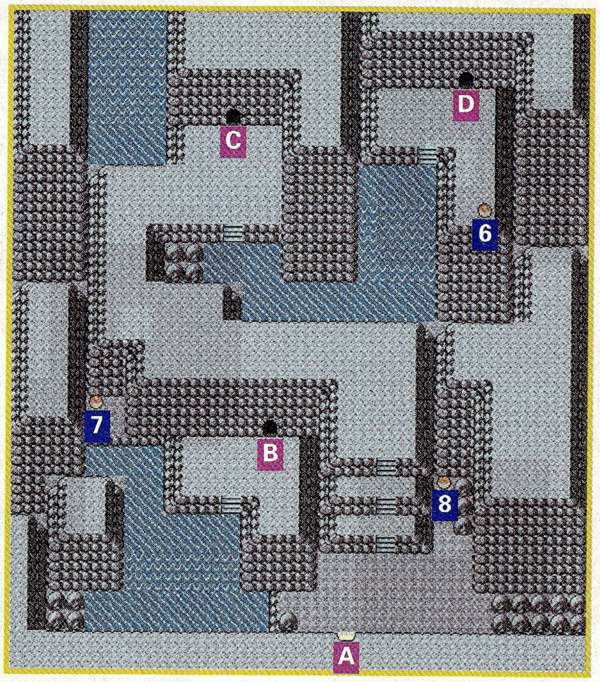
Floor 2F (West Cavern)



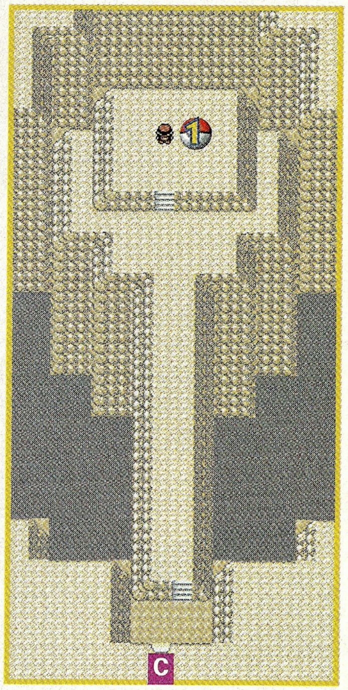
Floor 2F (East Cavern)



Floor 1F-2F



Floor 2F (North Cavern)



Items

1. Max Elixir
2. Ultra Ball
3. Escape Rope
4. Protein
5. Max Revive
6. Calcium
7. PP Up
8. Ultra Ball
9. Full Restore

1

A silent young man waits in this cavern, but for what? Perhaps he wants you to challenge him. If you do, you'll be up against the game's most formidable Trainer. Good Luck!

Battle Pokémon

Pikachu ♂ L81 (Electric)	Espeon ♂ L73 (Psychic)	Snorlax ♂ L75 (Normal)
Charizard ♂ L77 (Fire/Flying)	Blastoise ♂ L77 (Water)	Venusaur ♂ L77 (Grass/Poison)

Before you enter this battle, have at least one Pokémon, if not more, that is at L70 or higher. Red's team is not only strong, it is well-balanced. Defeating it with a single type of Pokémon is difficult. If you have only one or two Pokémon at L70 or higher, capture the L60 Ho-Oh and/or Lugia.

Pikachu is Red's first and strongest Pokémon—in level. But it's pretty easy to defeat with Earth skills or any strong Pokémon you have in your party. If you normally lead with your highest-level Pokémon, see how it does against Pikachu. For Red's Espeon, use Bug, Ghost, or Dark skills. An Umbreon will work well here.

Snorlax is the Pokémon most likely to shut down your progress in this showdown. Its high Defense makes it difficult to take out in a single round, and its ability to use Rest and heal itself completely in a turn adds to the frustration. You need a high-level Pokémon with Fighting-type skills. In lieu of that, you just need a Pokémon who can take out Snorlax in the two rounds while he's sleeping off the Rest skill. (Rollout works, if used wisely.)

Your success at taking out Charizard, Blastoise, and Venusaur depends heavily on the Pokémon in your party. Use Water or Electric attacks against Charizard; Electric or Grass attacks against Blastoise, and Fire, Psychic, and Ice attacks against Venusaur. Make your main concern surviving their attacks until your Pokémon can produce their super-effective ones.

When you beat Red, the game ends for a second time and Red disappears until the next time you want to defeat him.

KANTO REGION: Mt. Silver

Floor 1F—Entrance Area

	Morning	Day	Nite
Golbat	★ L45	★ L45	● L44, L46
Golduck			★ L45
Graveler	◆ L43	◆ L43	◆ L43
Magmar	◆ L45	◆ L45	
Onix	◆ L42	◆ L42	◆ L42
Ursaring	◆ L44	◆ L44	
Lavitar	★ L15, L20	★ L15, L20	

Floor 2F—North Cavern

	Morning	Day	Nite
Golbat	◆ L51	◆ L51	◆L49,L51,L53
Golduck			★ L45
Graveler	◆ L48	◆ L48	◆ L48
Larvitar	◆ L15, L20	◆ L15, L20	
Onix	◆ L48	◆ L48	◆ L48
Ursaring	★ L20	★ L20	
Lavitar	◆ L50	◆ L50	

Floor 1F–2F

	Morning	Day	Nite
Golbat	◆ L48	◆ L48	● L46, L48
Golduck			◆ L48
Graveler	★ L15, L20	★ L15, L20	
Magmar	◆ L48	◆ L48	
Onix			★ L45
Ursaring	◆ L46, L48	◆ L46, L48	◆ L46, L48
Lavitar	◆ L47	◆ L47	
Goldeen	◆ L35-39 (O-L10; G-L20; S-L40)		
Golduck	◆ L35-39		
Magikarp	(O-L10; G-L20; S-L40)		
Seaking	● L35-39 (S-L40)		

Floor 2F—East and West Caverns

	Morning	Day	Nite
Golbat	◆ L51	◆ L51	◆L49,L51,L53
Misdreavus			★ L45
Parasect	◆ L48	◆ L48	◆ L48

● = Common
O = Old
◆ = Normal
G = Good
★ = Rare
S = Super

POKéDEX

Abbreviations for Pokémon and Move Types

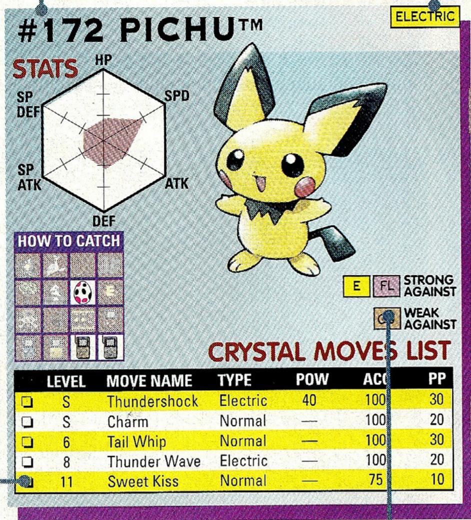
N	Normal	GH	Ghost
B	Bug	GR	Grass
D	Dragon	I	Ice
DK	Dark	PO	Poison
E	Electric	PS	Psychic
FI	Fire	R	Rock
FL	Flying	S	Steel
FT	Fighting	W	Water
GD	Ground	?	?

Information on how this Pokémon evolves into the next form.

Type of Pokémon.

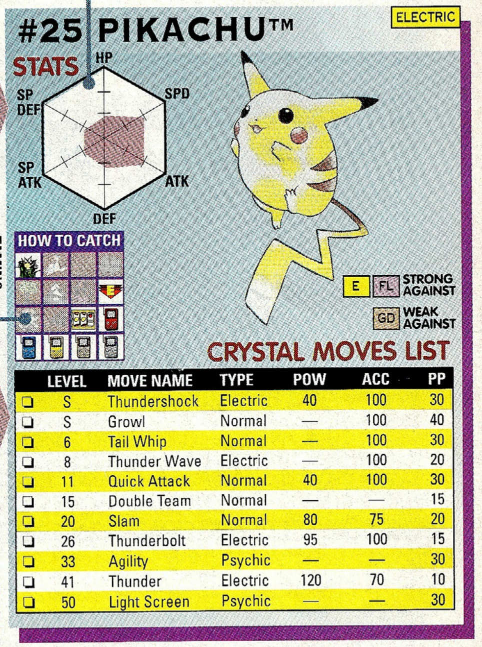
Statistics for HP, Speed, Attack, Defense, Special Attack, and Special Defense.

Number and name of Pokémon.



CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Charm	Normal	—	100	20
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Sweet Kiss	Normal	—	75	10



CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Growl	Normal	—	100	40
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Quick Attack	Normal	40	100	30
☐	15	Double Team	Normal	—	—	15
☐	20	Slam	Normal	80	75	20
☐	26	Thunderbolt	Electric	95	100	15
☐	33	Agility	Psychic	—	—	30
☐	41	Thunder	Electric	120	70	10
☐	50	Light Screen	Psychic	—	—	30

This shows you which moves the Pokémon learns in the Crystal version of the game.

This catalogs what types of moves the Pokémon is strong against and which it is weak against.

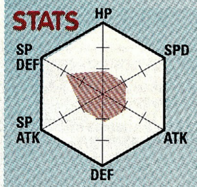
This indicates how to catch the Pokémon.

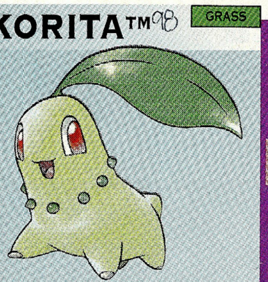
NOTE

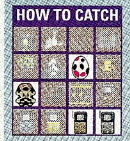
For more information on your favorite Pokémon from *Pokémon Red, Blue, Yellow, Gold, or Silver,* including individual How to Catch and TM/HM stats, check out *Pokémon Master PokéDex: Prima's Official Strategy Guide!*

#152 CHIKORITA™ 98

GRASS







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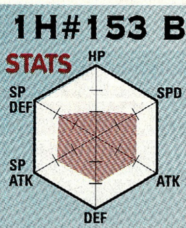
CRYSTAL MOVES LIST

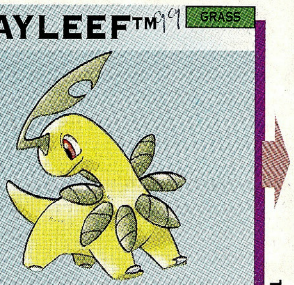
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	8	Razor Leaf	Grass	55	95	25
☐	12	Reflect	Psychic	—	—	20
☐	15	Poisonpowder	Poison	—	75	35
☐	22	Synthesis	Grass	—	—	5
☐	29	Body Slam	Normal	85	100	15
☐	36	Light Screen	Psychic	—	—	30
☐	43	Safeguard	Normal	—	—	25
☐	50	Solarbeam	Grass	120	100	10

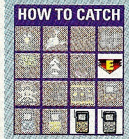
L16

1H#153 BAYLEEF™ 99

GRASS







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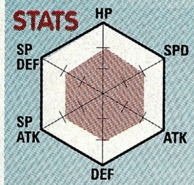
CRYSTAL MOVES LIST

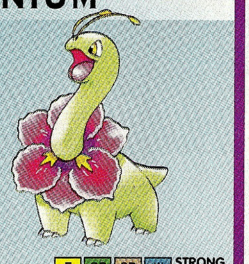
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	8	Razor Leaf	Grass	55	95	25
☐	12	Reflect	Psychic	—	—	20
☐	15	Poisonpowder	Poison	—	75	35
☐	23	Synthesis	Grass	—	—	5
☐	31	Body Slam	Normal	85	100	15
☐	39	Light Screen	Psychic	—	—	30
☐	47	Safeguard	Normal	—	—	25
☐	55	Solarbeam	Grass	120	100	10

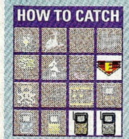
TO #154:L32

#154 MEGANIUM™ 9A

GRASS







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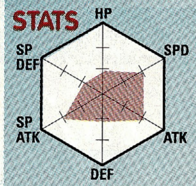
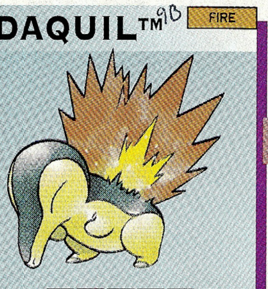
CRYSTAL MOVES LIST

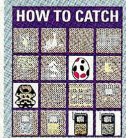
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	8	Razor Leaf	Grass	55	95	25
☐	12	Reflect	Psychic	—	—	20
☐	15	Poisonpowder	Poison	—	75	35
☐	23	Synthesis	Grass	—	—	5
☐	31	Body Slam	Normal	85	100	15
☐	41	Light Screen	Psychic	—	—	30
☐	51	Safeguard	Normal	—	—	25
☐	61	Solarbeam	Grass	120	100	10

#155 CYNDAQUIL™ 9B

FIRE







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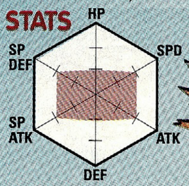
CRYSTAL MOVES LIST

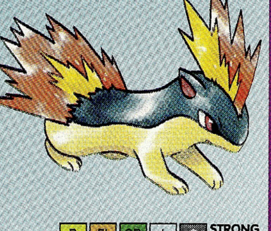
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Smokescreen	Normal	—	100	20
☐	12	Ember	Fire	40	100	25
☐	19	Quick Attack	Normal	40	100	30
☐	27	Flame Wheel	Fire	60	100	25
☐	36	Swift	Normal	60	—	20
☐	46	Flamethrower	Fire	95	100	15

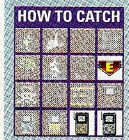
L14

#156 QUILAVA™ 9C

FIRE







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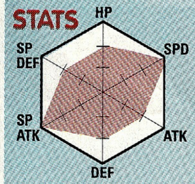
CRYSTAL MOVES LIST

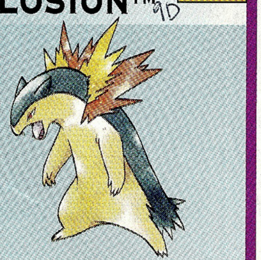
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Smokescreen	Normal	—	100	20
☐	12	Ember	Fire	40	100	25
☐	21	Quick Attack	Normal	40	100	30
☐	31	Flame Wheel	Fire	60	100	25
☐	42	Swift	Normal	60	—	20
☐	54	Flamethrower	Fire	95	100	15

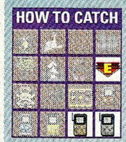
TO #157: L36

#157 TYPHLOSION™ 9D

FIRE







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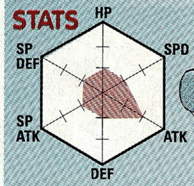
GD R W WEAK AGAINST

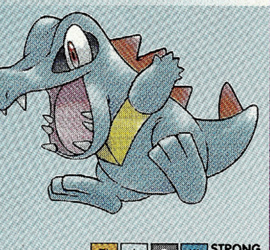
CRYSTAL MOVES LIST

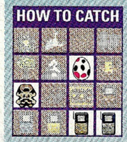
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Smokescreen	Normal	—	100	20
☐	12	Ember	Fire	40	100	25
☐	21	Quick Attack	Normal	40	100	30
☐	31	Flame Wheel	Fire	60	100	25
☐	45	Swift	Normal	60	—	20
☐	60	Flamethrower	Fire	95	100	15

#158 TOTODILE™ 9E

WATER







FI I S W STRONG AGAINST

E GR WEAK AGAINST

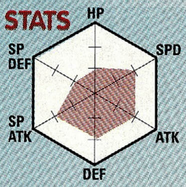
CRYSTAL MOVES LIST

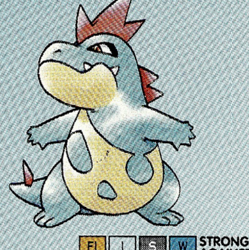
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	7	Rage	Normal	20	100	20
☐	13	Water Gun	Water	40	100	25
☐	20	Bite	Dark	60	100	25
☐	27	Scary Face	Normal	—	90	10
☐	35	Slash	Normal	70	100	20
☐	43	Screech	Normal	—	85	40
☐	52	Hydro Pump	Water	120	80	5

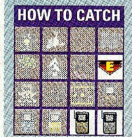
L18

#159 CROCONAW™ 9F

WATER







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CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	7	Rage	Normal	20	100	20
☐	13	Water Gun	Water	40	100	25
☐	21	Bite	Dark	60	100	25
☐	28	Scary Face	Normal	—	90	10
☐	37	Slash	Normal	70	100	20
☐	45	Screech	Normal	—	85	40
☐	55	Hydro Pump	Water	120	80	5

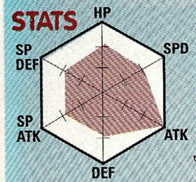
TO #160: L30

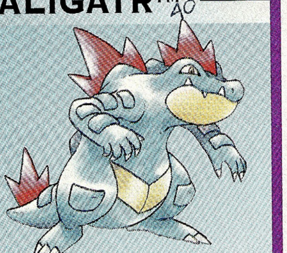
#160 FERALIGATR™

40

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

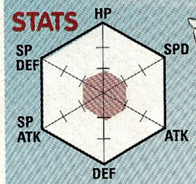
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	7	Rage	Normal	20	100	20
☐	13	Water Gun	Water	40	100	25
☐	21	Bite	Dark	60	100	25
☐	28	Scary Face	Normal	—	90	10
☐	38	Slash	Normal	70	100	20
☐	47	Screech	Normal	—	85	40
☐	58	Hydro Pump	Water	120	80	5

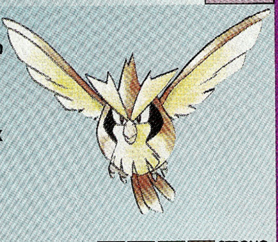
#16 PIDGEY™

10

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Sand-Attack	Ground	—	100	15
☐	9	Gust	Flying	40	100	35
☐	15	Quick Attack	Normal	40	100	30
☐	21	Whirlwind	Normal	—	100	20
☐	29	Wing Attack	Flying	60	100	35
☐	37	Agility	Psychic	—	—	30
☐	47	Mirror Move	Flying	—	—	20

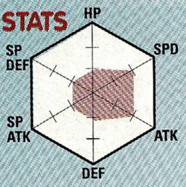
L18

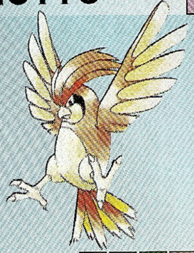
#17 PIDGEOTTO™

11

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Sand-Attack	Ground	—	100	15
☐	9	Gust	Flying	40	100	35
☐	15	Quick Attack	Normal	40	100	30
☐	23	Whirlwind	Normal	—	100	20
☐	33	Wing Attack	Flying	60	100	35
☐	43	Agility	Psychic	—	—	30
☐	55	Mirror Move	Flying	—	—	20

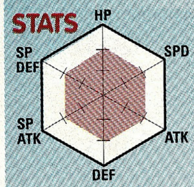
TO #18: L36

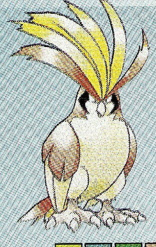
#18 PIDGEOT™

12

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

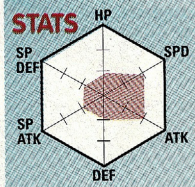
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Sand-Attack	Ground	—	100	15
☐	9	Gust	Flying	40	100	35
☐	15	Quick Attack	Normal	40	100	30
☐	23	Whirlwind	Normal	—	100	20
☐	33	Wing Attack	Flying	60	100	35
☐	46	Agility	Psychic	—	—	30
☐	61	Mirror Move	Flying	—	—	20

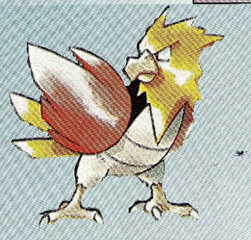
#21 SPEAROW™

15

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Leer	Normal	—	100	30
☐	13	Fury Attack	Normal	15	85	20
☐	25	Pursuit	Dark	40	100	20
☐	31	Mirror Move	Flying	—	—	20
☐	37	Drill Peck	Flying	80	100	20
☐	43	Agility	Psychic	—	—	30

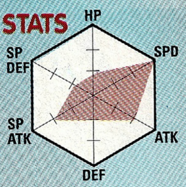
L20

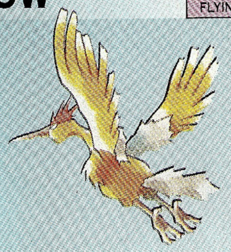
#22 FEAROW™

16

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

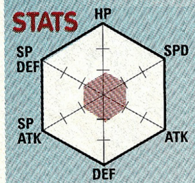
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Leer	Normal	—	100	30
☐	13	Fury Attack	Normal	15	85	20
☐	26	Pursuit	Dark	40	100	20
☐	32	Mirror Move	Flying	—	—	20
☐	40	Drill Peck	Flying	80	100	20
☐	47	Agility	Psychic	—	—	30

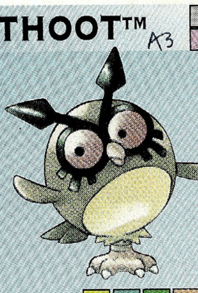
#163 HOOTHOOT™

A3

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	6	Foresight	Normal	—	100	40
☐	11	Peck	Flying	35	100	35
☐	16	Hypnosis	Psychic	—	60	20
☐	22	Reflect	Psychic	—	—	20
☐	28	Take Down	Normal	90	85	20
☐	34	Confusion	Psychic	50	100	25
☐	48	Dream Eater	Psychic	100	100	15

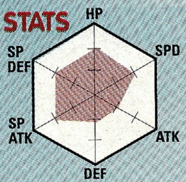
L20

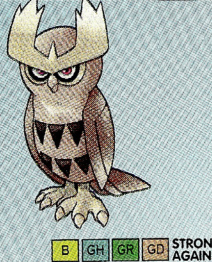
#164 NOCTOWL™

A4

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

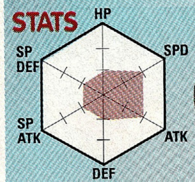
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	6	Foresight	Normal	—	100	40
☐	11	Peck	Flying	35	100	35
☐	16	Hypnosis	Psychic	—	60	20
☐	25	Reflect	Psychic	—	—	20
☐	33	Take Down	Normal	90	85	20
☐	41	Confusion	Psychic	50	100	25
☐	57	Dream Eater	Psychic	100	100	15

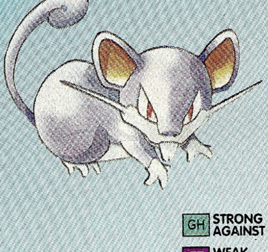
#19 RATTATA™

13

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

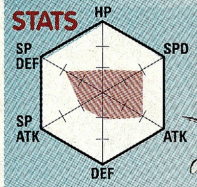
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	13	Hyper Fang	Normal	80	90	15
☐	20	Scary Face	Normal	—	—	30
☐	27	Pursuit	Dark	40	100	20
☐	34	Super Fang	Normal	—	90	10

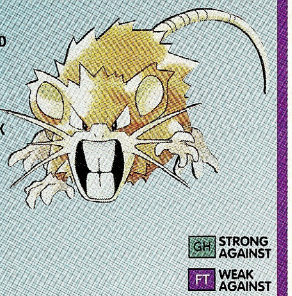
TO #20: L20

#20 RATICATE™

14

NORMAL





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

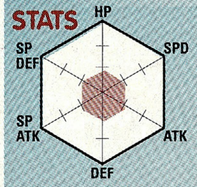
CRYSTAL MOVES LIST

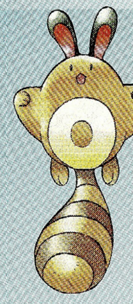
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	13	Hyper Fang	Normal	80	90	15
☐	20	Scary Face	Normal	—	90	10
☐	30	Pursuit	Dark	40	100	20
☐	40	Super Fang	Normal	—	90	10

#161 SENTRET™

41

NORMAL





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

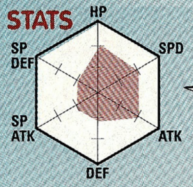
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Defense Curl	Normal	—	—	40
☐	11	Quick Attack	Normal	40	100	30
☐	17	Fury Swipes	Normal	18	80	15
☐	25	Slam	Normal	80	75	20
☐	33	Rest	Psychic	—	—	10
☐	41	Amnesia	Psychic	—	—	20

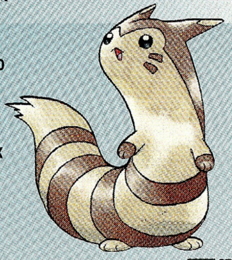
L15

FURRET™

42

NORMAL





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

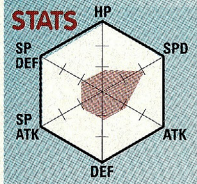
CRYSTAL MOVES LIST

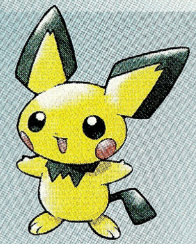
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	5	Defense Curl	Normal	—	—	40
☐	11	Quick Attack	Normal	40	100	30
☐	18	Fury Swipes	Normal	18	80	15
☐	28	Slam	Normal	80	75	20
☐	38	Rest	Psychic	—	—	10
☐	48	Amnesia	Psychic	—	—	20

#172 PICHU™

AC

ELECTRIC





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

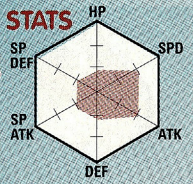
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Charm	Normal	—	100	20
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Sweet Kiss	Normal	—	75	10

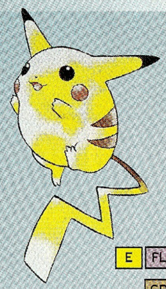
TAMING

#25 PIKACHU™

19

ELECTRIC





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

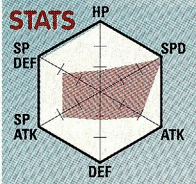
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Growl	Normal	—	100	40
☐	6	Tail Whip	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	11	Quick Attack	Normal	40	100	30
☐	15	Double Team	Normal	—	—	15
☐	20	Slam	Normal	80	75	20
☐	26	Thunderbolt	Electric	95	100	15
☐	33	Agility	Psychic	—	—	30
☐	41	Thunder	Electric	120	70	10
☐	50	Light Screen	Psychic	—	—	30

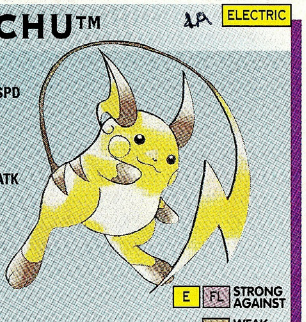
THUNDERSTONE

#26 RAICHU™

1A

ELECTRIC





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

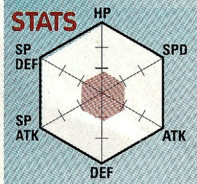
CRYSTAL MOVES LIST

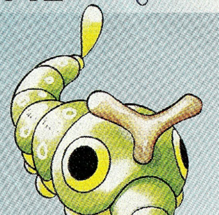
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thundershock	Electric	40	100	30
☐	S	Tail Whip	Normal	—	100	30
☐	S	Quick Attack	Normal	40	100	30
☐	S	Thunderbolt	Electric	95	100	15

#10 CATERPIE™

0A

BUG





HOW TO CATCH

FT GR GD STRONG AGAINST

FI FL R WEAK AGAINST

CRYSTAL MOVES LIST

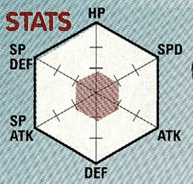
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	String Shot	Bug	—	95	40

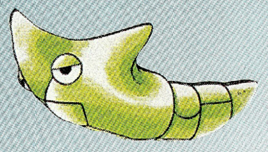
L7

#11 METAPOD™

0B

BUG





HOW TO CATCH

FT GR GD STRONG AGAINST

FI FL R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Harden	Normal	—	—	30

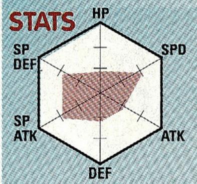
L10

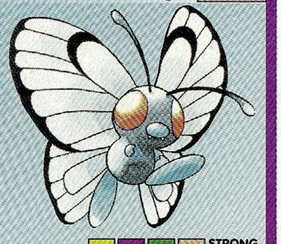
#12 BUTTERFREE™

0C

BUG

FLYING





HOW TO CATCH

B FT GR GD STRONG AGAINST

E FI FL I R WEAK AGAINST

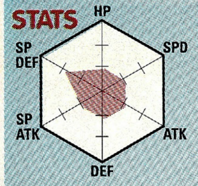
CRYSTAL MOVES LIST

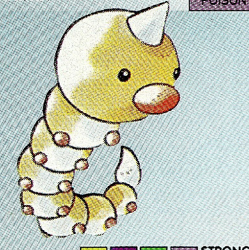
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	10	Confusion	Psychic	50	100	25
☐	13	Poisonpowder	Poison	—	75	35
☐	14	Stun Spore	Grass	—	75	30
☐	15	Sleep Powder	Grass	—	75	15
☐	18	Supersonic	Normal	—	55	20
☐	23	Whirlwind	Normal	—	100	20
☐	28	Gust	Flying	40	100	35
☐	34	Psybeam	Psychic	65	100	20
☐	40	Safeguard	Normal	—	—	25

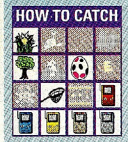
#13 WEEDLE™

0D

BUG
POISON







B FT GR PO STRONG AGAINST

FI FL PS R WEAK AGAINST

CRYSTAL MOVES LIST

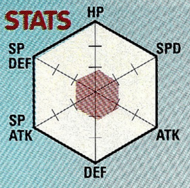
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	S	String Shot	Bug	—	95	40

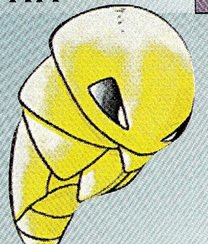
L7

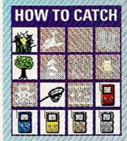
#14 KAKUNA™

0E

BUG
POISON







B FT GR PO STRONG AGAINST

FI FL PS R WEAK AGAINST

CRYSTAL MOVES LIST

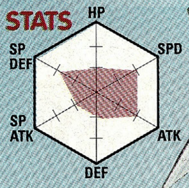
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Harden	Normal	—	—	30

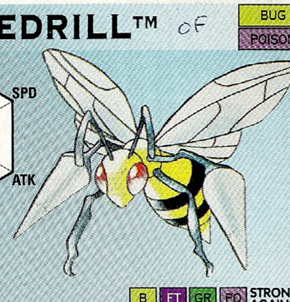
L10

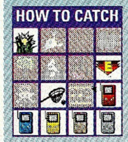
#15 BEEDRILL™

0F

BUG
POISON







B FT GR PO STRONG AGAINST

FI FL PS R WEAK AGAINST

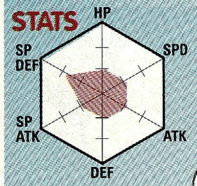
CRYSTAL MOVES LIST

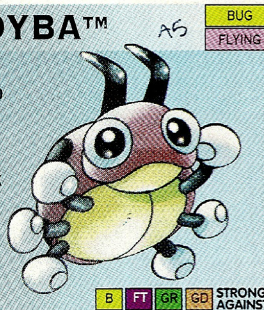
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	10	Fury Attack	Normal	15	85	20
☐	15	Focus Energy	Normal	—	—	30
☐	20	Twineedle	Bug	25	100	20
☐	25	Rage	Normal	20	100	20
☐	30	Pursuit	Dark	40	100	20
☐	35	Pin Missile	Bug	14	85	20
☐	40	Agility	Psychic	—	—	30

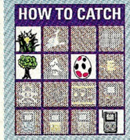
#165 LEDYBA™

A5

BUG
FLYING







B FT GR GD STRONG AGAINST

E FI FL I R WEAK AGAINST

CRYSTAL MOVES LIST

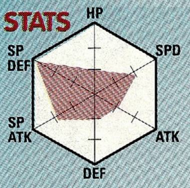
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Supersonic	Normal	—	55	20
☐	15	Comet Punch	Normal	18	85	15
☐	22	Light Screen	Psychic	—	—	30
☐	22	Reflect	Psychic	—	—	20
☐	22	Safeguard	Normal	—	—	25
☐	29	Baton Pass	Normal	—	—	40
☐	36	Swift	Normal	60	—	20
☐	43	Agility	Psychic	—	—	30
☐	50	Double-Edge	Normal	120	100	15

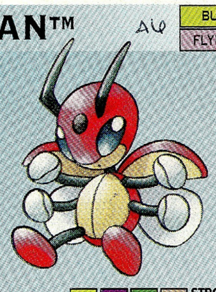
L18

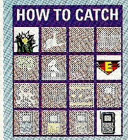
#166 LEDIAN™

A6

BUG
FLYING







B FT GR GD STRONG AGAINST

E FI FL I R WEAK AGAINST

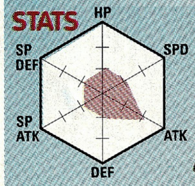
CRYSTAL MOVES LIST

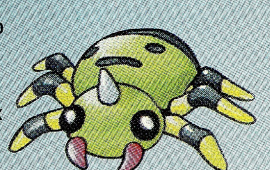
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Supersonic	Normal	—	55	20
☐	15	Comet Punch	Normal	18	85	15
☐	24	Light Screen	Psychic	—	—	30
☐	24	Reflect	Psychic	—	—	20
☐	24	Safeguard	Normal	—	—	25
☐	33	Baton Pass	Normal	—	—	40
☐	42	Swift	Normal	60	—	20
☐	51	Agility	Psychic	—	—	30
☐	60	Double-Edge	Normal	120	100	15

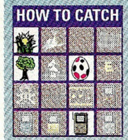
#167 SPINARAK™

A7

BUG
POISON







B FT GR PO STRONG AGAINST

FI FL PS R WEAK AGAINST

CRYSTAL MOVES LIST

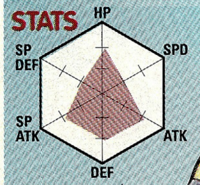
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	S	String Shot	Bug	—	95	40
☐	6	Scary Face	Normal	—	90	10
☐	11	Constrict	Normal	10	100	35
☐	17	Night Shade	Ghost	—	100	15
☐	23	Leech Life	Bug	20	100	15
☐	30	Fury Swipes	Normal	18	80	15
☐	37	Spider Web	Bug	—	100	10
☐	45	Agility	Psychic	—	—	30
☐	53	Psychic	Psychic	90	100	10

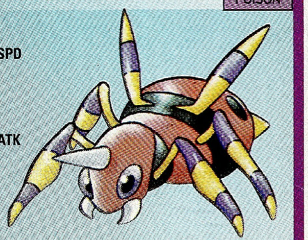
TO #168: L22

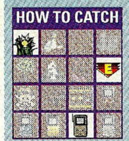
#168 ARIADOS™

A8

BUG
POISON







B FT GR PO STRONG AGAINST

FI FL PS R WEAK AGAINST

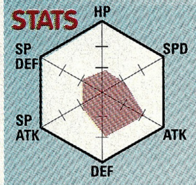
CRYSTAL MOVES LIST

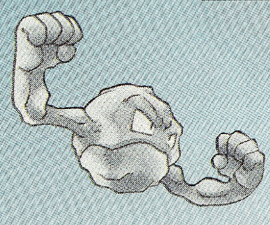
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	S	String Shot	Bug	—	95	40
☐	6	Scary Face	Normal	—	90	10
☐	11	Constrict	Normal	10	100	35
☐	17	Night Shade	Ghost	—	100	15
☐	25	Leech Life	Bug	20	100	15
☐	34	Fury Swipes	Normal	18	80	15
☐	43	Spider Web	Bug	—	100	10
☐	53	Agility	Psychic	—	—	30
☐	63	Psychic	Psychic	90	100	10

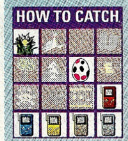
#74 GEODUDE™

4A

ROCK
GROUND







E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

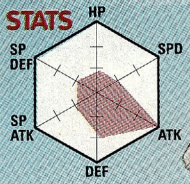
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Rock Throw	Rock	50	90	15
☐	16	Magnitude	Ground	—	100	30
☐	21	Selfdestruct	Normal	200	100	5
☐	26	Harden	Normal	—	—	30
☐	31	Rollout	Rock	30	90	20
☐	36	Earthquake	Ground	100	100	10
☐	41	Explosion	Normal	250	100	5

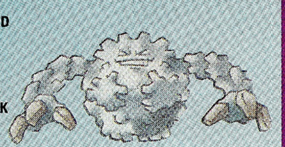
L25

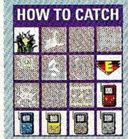
#75 GRAVELER™

4B

ROCK
GROUND







E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Rock Throw	Rock	50	90	15
☐	16	Magnitude	Ground	—	100	30
☐	21	Selfdestruct	Normal	200	100	5
☐	27	Harden	Normal	—	—	30
☐	34	Rollout	Rock	30	90	20
☐	41	Earthquake	Ground	100	100	10
☐	48	Explosion	Normal	250	100	5

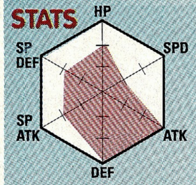
TO #76: TRADE W/ GAME LINK CABLE

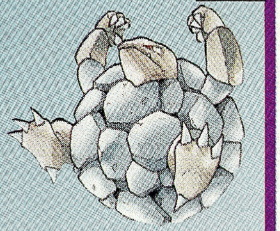
#76 GOLEM™

4C

ROCK
GROUND

STATS





HOW TO CATCH

E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

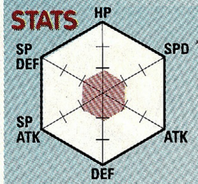
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Rock Throw	Rock	50	90	15
☐	16	Magnitude	Ground	—	100	30
☐	21	Selfdestruct	Normal	200	100	5
☐	27	Harden	Normal	—	—	30
☐	34	Rollout	Rock	30	90	20
☐	41	Earthquake	Ground	100	100	10
☐	48	Explosion	Normal	250	100	5

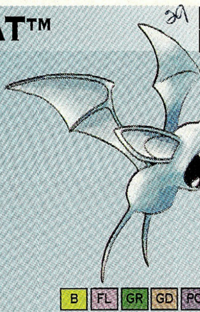
#41 ZUBAT™

29

POISON
FLYING

STATS





HOW TO CATCH

B FL GR GD PO STRONG AGAINST

E I PS R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leech Life	Bug	20	100	15
☐	6	Supersonic	Normal	—	55	20
☐	12	Bite	Dark	60	100	25
☐	19	Confuse Ray	Ghost	—	100	10
☐	27	Wing Attack	Flying	60	100	35
☐	36	Mean Look	Normal	—	100	5
☐	46	Haze	Ice	—	—	30

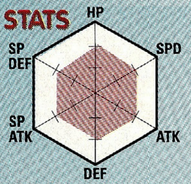
L22

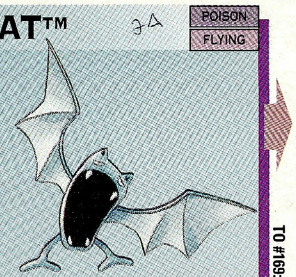
#42 GOLBAT™

2A

POISON
FLYING

STATS





HOW TO CATCH

B FL GR GD PO STRONG AGAINST

E I PS R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Screech	Normal	—	85	40
☐	S	Leech Life	Bug	20	100	15
☐	6	Supersonic	Normal	—	55	20
☐	12	Bite	Dark	60	100	25
☐	19	Confuse Ray	Ghost	—	100	10
☐	30	Wing Attack	Flying	60	100	35
☐	42	Mean Look	Normal	—	100	5
☐	55	Haze	Ice	—	—	30

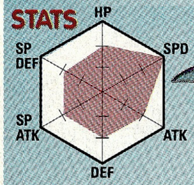
TO #169: TAMING

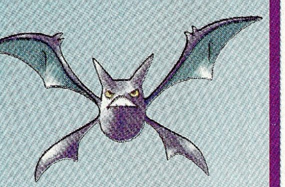
#169 CROBAT™

A9

POISON
FLYING

STATS





HOW TO CATCH

B FL GR GD PO STRONG AGAINST

E I PS R WEAK AGAINST

CRYSTAL MOVES LIST

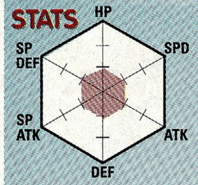
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Screech	Normal	—	85	40
☐	S	Leech Life	Bug	20	100	15
☐	6	Supersonic	Normal	—	55	20
☐	12	Bite	Dark	60	100	25
☐	19	Confuse Ray	Ghost	—	100	10
☐	30	Wing Attack	lying	60	100	35
☐	42	Mean Look	Normal	—	100	5
☐	55	Haze	Ice	—	—	30

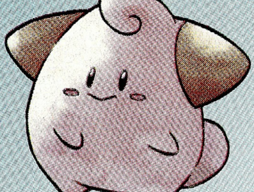
#173 CLEFFA™

AD

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Charm	Normal	—	100	20
☐	4	Encore	Normal	—	100	5
☐	8	Sing	Normal	—	55	15
☐	13	Sweet Kiss	Normal	—	75	10

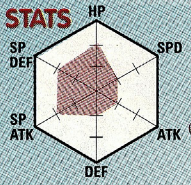
TAMING

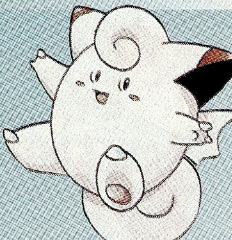
#35 CLEFAIRY™

23

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	4	Encore	Normal	—	100	5
☐	8	Sing	Normal	—	55	15
☐	13	Doubleslap	Normal	15	85	10
☐	19	Minimize	Normal	—	—	20
☐	26	Defense Curl	Normal	—	—	40
☐	34	Metronome	Normal	—	—	10
☐	43	Moonlight	Normal	—	—	5
☐	53	Light Screen	Psychic	—	—	30

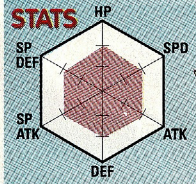
TO #36: MOON STONE

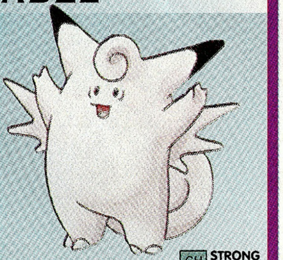
#36 CLEFABLE™

24

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

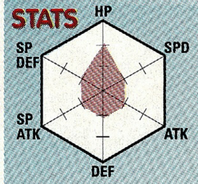
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	S	Doubleslap	Normal	15	85	10
☐	S	Metronome	Normal	—	—	10
☐	S	Moonlight	Normal	—	—	5

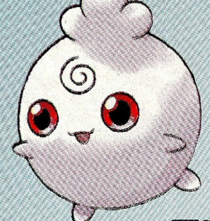
#174 IGGLYBUFF™

AE

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	S	Charm	Normal	—	100	20
☐	4	Defense Curl	Normal	—	—	40
☐	9	Pound	Normal	40	100	35
☐	14	Sweet Kiss	Normal	—	75	10

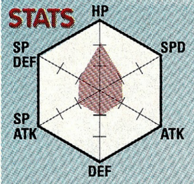
TAMING

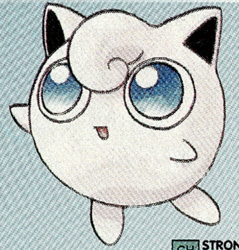
#39 JIGGLYPUFF™

27

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

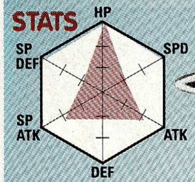
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	4	Defense Curl	Normal	—	—	40
☐	9	Pound	Normal	40	100	35
☐	14	Disable	Normal	—	55	20
☐	19	Rollout	Rock	30	90	20
☐	24	Doubleslap	Normal	15	85	10
☐	29	Rest	Psychic	—	—	10
☐	34	Body Slam	Normal	85	100	15
☐	39	Double-Edge	Normal	120	100	15

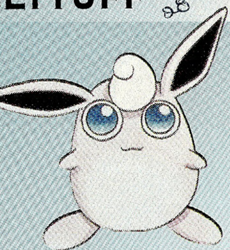
TO #40: MOON STONE

#40 WIGGLYTUFF™ 28

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

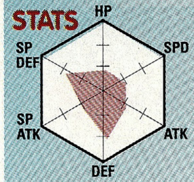
CRYSTAL MOVES LIST

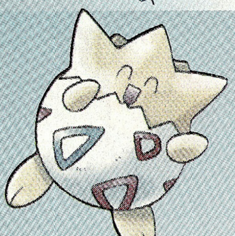
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sing	Normal	—	55	15
☐	S	Disable	Normal	—	55	20
☐	S	Defense Curl	Normal	—	—	40
☐	S	Doubleslap	Normal	15	85	10

#175 TOGEPI™ AF

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

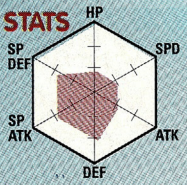
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Charm	Normal	—	100	20
☐	7	Metronome	Normal	—	—	10
☐	18	Sweet Kiss	Normal	—	75	10
☐	25	Encore	Normal	—	100	5
☐	31	Safeguard	Normal	—	—	25
☐	38	Double-Edge	Normal	120	100	15

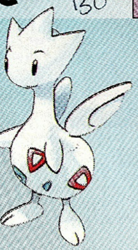
TAMING

#176 TOGETIC™ B0

NORMAL FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

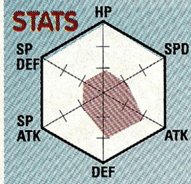
CRYSTAL MOVES LIST

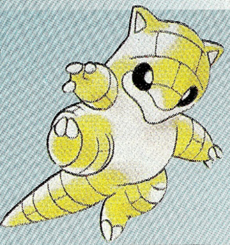
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Charm	Normal	—	100	20
☐	7	Metronome	Normal	—	—	10
☐	18	Sweet Kiss	Normal	—	75	10
☐	25	Encore	Normal	—	100	5
☐	31	Safeguard	Normal	—	—	25
☐	38	Double-Edge	Normal	120	100	15

#27 SANDSHREW™ 1B

GROUND

STATS





HOW TO CATCH

E PO R STRONG AGAINST

GR I W WEAK AGAINST

CRYSTAL MOVES LIST

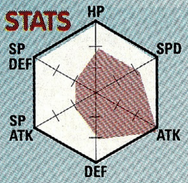
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Sand-Attack	Ground	—	100	15
☐	17	Poison Sting	Poison	15	100	35
☐	23	Slash	Normal	70	100	20
☐	30	Swift	Normal	60	—	20
☐	37	Fury Swipes	Normal	18	80	15
☐	45	Sandstorm	Rock	—	—	10

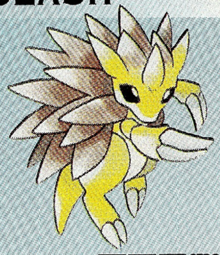
L22

#28 SANDSLASH™ 1C

GROUND

STATS





HOW TO CATCH

E PO R STRONG AGAINST

GR I W WEAK AGAINST

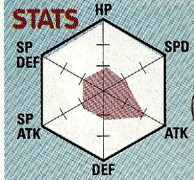
CRYSTAL MOVES LIST

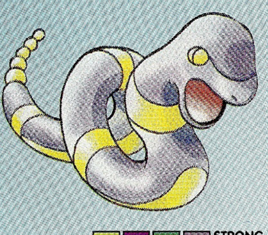
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	6	Defense Curl	Normal	—	—	40
☐	11	Sand-Attack	Ground	—	100	15
☐	17	Poison Sting	Poison	15	100	35
☐	24	Slash	Normal	70	100	20
☐	33	Swift	Normal	60	—	20
☐	42	Fury Swipes	Normal	18	80	15
☐	52	Sandstorm	Rock	—	—	10

#23 EKANS™ 17

POISON

STATS





HOW TO CATCH

B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

CRYSTAL MOVES LIST

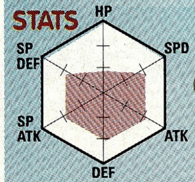
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	9	Poison Sting	Poison	15	100	35
☐	15	Bite	Dark	60	100	25
☐	23	Glare	Normal	—	75	30
☐	29	Screech	Normal	—	85	40
☐	37	Acid	Poison	40	100	30
☐	43	Haze	Ice	—	—	30

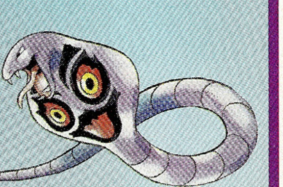
TO #24: L22

#24 ARBOK™ 18

POISON

STATS





HOW TO CATCH

B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

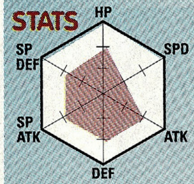
CRYSTAL MOVES LIST

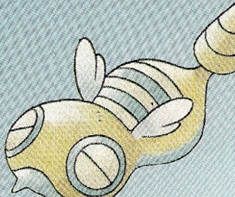
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	9	Poison Sting	Poison	15	100	35
☐	15	Bite	Dark	60	100	25
☐	25	Glare	Normal	—	75	30
☐	33	Screech	Normal	—	85	40
☐	43	Acid	Poison	40	100	30
☐	51	Haze	Ice	—	—	30

#206 DUNSPARCE™ CE

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

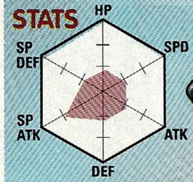
CRYSTAL MOVES LIST

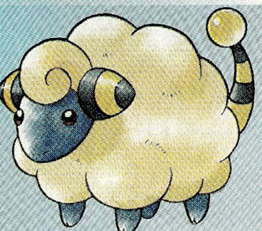
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Rage	Normal	20	100	20
☐	5	Defense Curl	Normal	—	—	40
☐	13	Glare	Normal	—	75	30
☐	18	Spite	Ghost	—	100	10
☐	26	Pursuit	Dark	40	100	20
☐	30	Screech	Normal	—	85	40
☐	38	Take Down	Normal	90	85	20

#179 MAREEP™ B3

ELECTRIC

STATS





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Thundershock	Electric	40	100	30
☐	16	Thunder Wave	Electric	—	100	20
☐	23	Cotton Spore	Grass	—	85	40
☐	30	Light Screen	Psychic	—	—	30
☐	37	Thunder	Electric	120	70	10

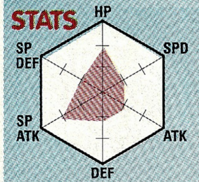
TO #180: L15

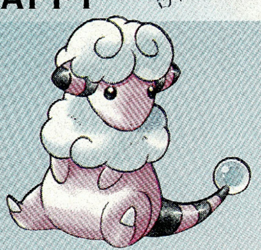
#180 FLAAFFY™

B4

ELECTRIC

STATS





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Thundershock	Electric	40	100	30
☐	18	Thunder Wave	Electric	—	100	20
☐	27	Cotton Spore	Grass	—	85	40
☐	36	Light Screen	Psychic	—	—	30
☐	45	Thunder	Electric	120	70	10

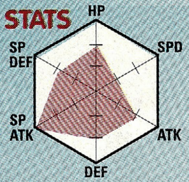
L30

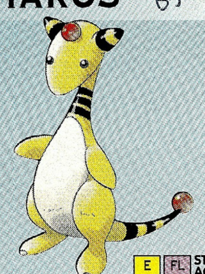
#181 AMPHAROS™

B5

ELECTRIC

STATS





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Thundershock	Electric	40	100	30
☐	18	Thunder Wave	Electric	—	100	20
☐	27	Cotton Spore	Grass	—	85	40
☐	30	Thunderpunch	Electric	75	100	15
☐	42	Light Screen	Psychic	—	—	30
☐	57	Thunder	Electric	120	70	10

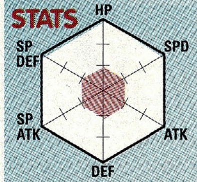
#194 WOOPER™

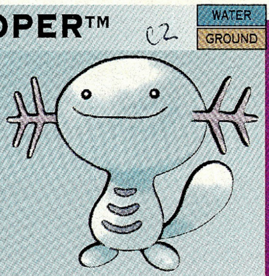
C2

WATER

GROUND

STATS





HOW TO CATCH

E FI PO R S STRONG AGAINST

GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	11	Slam	Normal	80	75	20
☐	21	Amnesia	Psychic	—	—	20
☐	31	Earthquake	Ground	100	100	10
☐	41	Rain Dance	Water	—	—	5
☐	51	Mist	Ice	—	—	30
☐	51	Haze	Ice	—	—	30

TO #195: L20

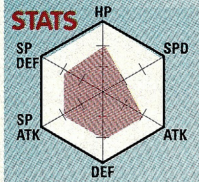
#195 QUAGSIRE™

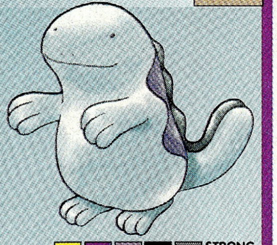
C3

WATER

GROUND

STATS





HOW TO CATCH

E FI PO R S STRONG AGAINST

GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	11	Slam	Normal	80	75	20
☐	23	Amnesia	Psychic	—	—	20
☐	35	Earthquake	Ground	100	100	10
☐	47	Rain Dance	Water	—	—	5
☐	59	Mist	Ice	—	—	30
☐	59	Haze	Ice	—	—	30

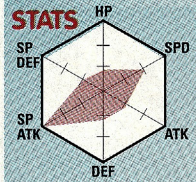
#92 GASTLY™

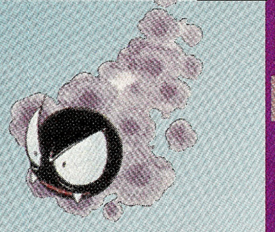
5C

GHOST

POISON

STATS





HOW TO CATCH

B FT I N PO STRONG AGAINST

DK GH GD PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Lick	Ghost	20	100	30
☐	8	Spite	Ghost	—	100	10
☐	13	Mean Look	Normal	—	100	5
☐	16	Curse	???	—	—	10
☐	21	Night Shade	Ghost	—	100	15
☐	28	Confuse Ray	Ghost	—	100	10
☐	33	Dream Eater	Psychic	100	100	15
☐	36	Destiny Bond	Ghost	—	—	5

L25

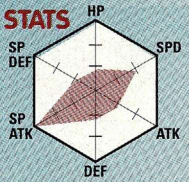
#93 HAUNTER™

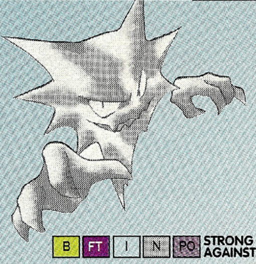
5D

GHOST

POISON

STATS





HOW TO CATCH

B FT I N PO STRONG AGAINST

DK GH GD PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Lick	Ghost	20	100	30
☐	8	Spite	Ghost	—	100	10
☐	13	Mean Look	Normal	—	100	5
☐	16	Curse	???	—	—	10
☐	21	Night Shade	Ghost	—	100	15
☐	31	Confuse Ray	Ghost	—	100	10
☐	39	Dream Eater	Psychic	100	100	15
☐	48	Destiny Bond	Ghost	—	—	5

TO #94: TRADE W/ GAME LINK CABLE

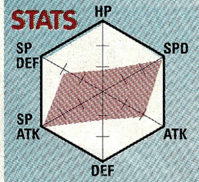
#94 GENGAR™

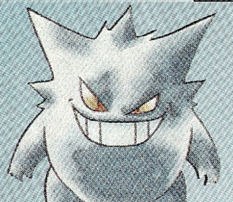
5E

GHOST

POISON

STATS





HOW TO CATCH

B FT I N PO STRONG AGAINST

DK GH GD PS WEAK AGAINST

CRYSTAL MOVES LIST

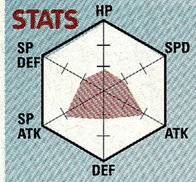
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Lick	Ghost	20	100	30
☐	8	Spite	Ghost	—	100	10
☐	13	Mean Look	Normal	—	100	5
☐	16	Curse	???	—	—	10
☐	21	Night Shade	Ghost	—	100	15
☐	31	Confuse Ray	Ghost	—	100	10
☐	39	Dream Eater	Psychic	100	100	15
☐	48	Destiny Bond	Ghost	—	—	5

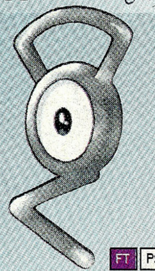
#201 UNOWN™

C9

PSYCHIC

STATS





HOW TO CATCH

FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Hidden Power	Normal	—	100	15

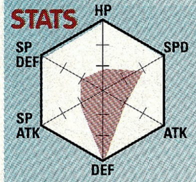
#95 ONIX™

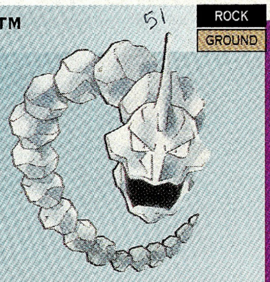
51

ROCK

GROUND

STATS





HOW TO CATCH

E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

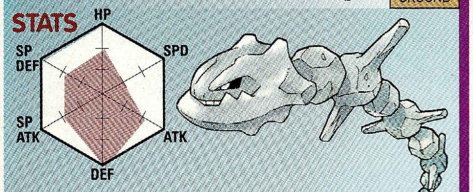
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	10	Bind	Normal	15	75	20
☐	14	Rock Throw	Rock	50	90	15
☐	23	Harden	Normal	—	—	30
☐	27	Rage	Normal	20	100	20
☐	36	Sandstorm	Rock	—	—	10
☐	40	Slam	Normal	80	75	20

TO #208: TRADE W/ METAL COAT

#208 STEELIX™

DO

STEEL
GROUND



HOW TO CATCH

B DK D E FL GH N PO PS R S **STRONG AGAINST**

FT FI GD W **WEAK AGAINST**

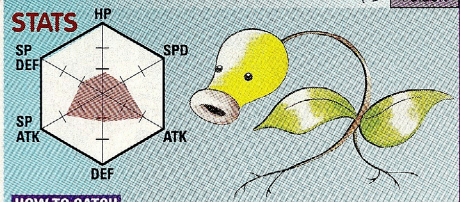
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Screech	Normal	—	85	40
☐	10	Bind	Normal	15	75	20
☐	14	Rock Throw	Rock	50	90	15
☐	23	Harden	Normal	—	—	30
☐	27	Rage	Normal	20	100	20
☐	36	Sandstorm	Rock	—	—	10
☐	40	Slam	Normal	80	75	20
☐	49	Crunch	Dark	80	100	15

#69 BELLSPROUT™

45

GRASS
POISON



HOW TO CATCH

E FT GR W **STRONG AGAINST**

FI FL I PS **WEAK AGAINST**

CRYSTAL MOVES LIST

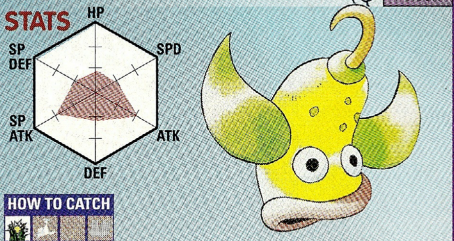
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	6	Growth	Normal	—	—	40
☐	11	Wrap	Normal	15	85	20
☐	15	Sleep Powder	Grass	—	75	15
☐	17	Poisonpowder	Poison	—	75	35
☐	19	Stun Spore	Grass	—	75	30
☐	23	Acid	Poison	40	100	30
☐	30	Sweet Scent	Normal	—	100	20
☐	37	Razor Leaf	Grass	55	95	25
☐	45	Slam	Normal	80	75	20

L21

#70 WEEPINBELL™

46

GRASS
POISON



HOW TO CATCH

E FT GR W **STRONG AGAINST**

FI FL I PS **WEAK AGAINST**

CRYSTAL MOVES LIST

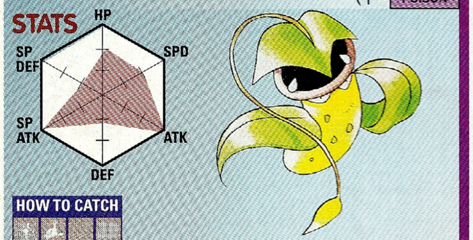
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	6	Growth	Normal	—	—	40
☐	11	Wrap	Normal	15	85	20
☐	15	Sleep Powder	Grass	—	75	15
☐	17	Poisonpowder	Poison	—	75	35
☐	19	Stun Spore	Grass	—	75	30
☐	24	Acid	Poison	40	100	30
☐	33	Sweet Scent	Normal	—	100	20
☐	42	Razor Leaf	Grass	55	95	25
☐	54	Slam	Normal	80	75	20

TO #71: LEAF STONE

#71 VICTREEBEL™

47

GRASS
POISON



HOW TO CATCH

E FT GR W **STRONG AGAINST**

FI FL I PS **WEAK AGAINST**

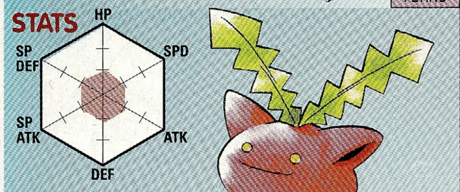
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vine Whip	Grass	35	100	10
☐	S	Sleep Powder	Grass	—	75	15
☐	S	Sweet Scent	Normal	—	100	20
☐	S	Razor Leaf	Grass	55	95	25

#187 HOPPIP™

BB

GRASS
FLYING



HOW TO CATCH

FT GR GD W **STRONG AGAINST**

FI FL PO R **WEAK AGAINST**

CRYSTAL MOVES LIST

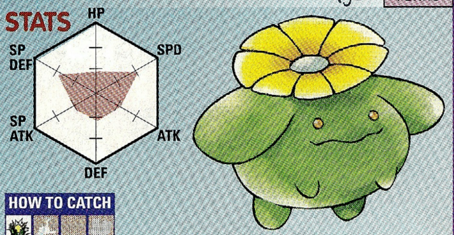
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	5	Synthesis	Grass	—	—	5
☐	5	Tail Whip	Normal	—	100	30
☐	10	Tackle	Normal	35	95	35
☐	13	Poisonpowder	Poison	—	75	35
☐	15	Stun Spore	Grass	—	75	30
☐	17	Sleep Powder	Grass	—	75	15
☐	20	Leech Seed	Grass	—	90	10
☐	25	Cotton Spore	Grass	—	85	40
☐	30	Mega Drain	Grass	40	100	10

L18

#188 SKIPLOOM™

BC

GRASS
FLYING



HOW TO CATCH

FT GR GD W **STRONG AGAINST**

FI FL PO R **WEAK AGAINST**

CRYSTAL MOVES LIST

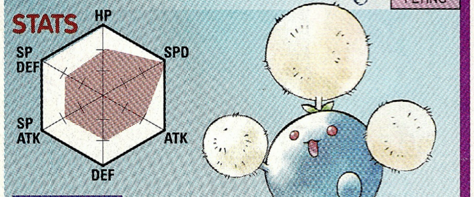
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	5	Synthesis	Grass	—	—	5
☐	5	Tail Whip	Normal	—	100	30
☐	10	Tackle	Normal	35	95	35
☐	13	Poisonpowder	Poison	—	75	35
☐	15	Stun Spore	Grass	—	75	30
☐	17	Sleep Powder	Grass	—	75	15
☐	22	Leech Seed	Grass	—	90	10
☐	29	Cotton Spore	Grass	—	85	40
☐	36	Mega Drain	Grass	40	100	10

TO #189: L27

#189 JUMPLUFF™

BD

GRASS
FLYING



HOW TO CATCH

FT GR GD W **STRONG AGAINST**

FI FL PO R **WEAK AGAINST**

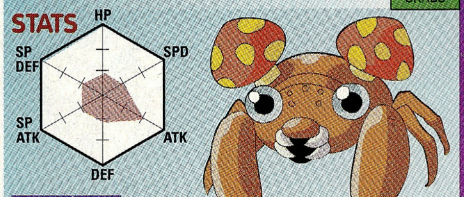
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	5	Synthesis	Grass	—	—	5
☐	5	Tail Whip	Normal	—	100	30
☐	10	Tackle	Normal	35	95	35
☐	13	Poisonpowder	Poison	—	75	35
☐	15	Stun Spore	Grass	—	75	30
☐	17	Sleep Powder	Grass	—	75	15
☐	22	Leech Seed	Grass	—	90	10
☐	33	Cotton Spore	Grass	—	85	40
☐	44	Mega Drain	Grass	40	100	10

#46 PARAS™

2E

BUG
GRASS



HOW TO CATCH

E FT GR GD W **STRONG AGAINST**

B FI FL I PO R **WEAK AGAINST**

CRYSTAL MOVES LIST

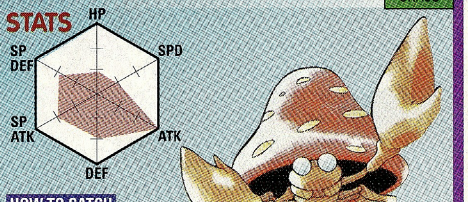
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	7	Stun Spore	Grass	—	75	30
☐	13	Poisonpowder	Poison	—	75	35
☐	19	Leech Life	Bug	20	100	15
☐	25	Spore	Grass	—	100	15
☐	31	Slash	Normal	70	100	20
☐	37	Growth	Normal	—	—	40
☐	43	Giga Drain	Grass	60	100	5

L24

#47 PARASECT™

2F

BUG
GRASS



HOW TO CATCH

E FT GR GD W **STRONG AGAINST**

B FI FL I PO R **WEAK AGAINST**

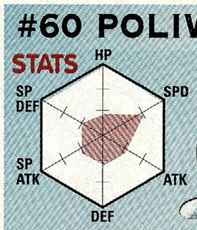
CRYSTAL MOVES LIST

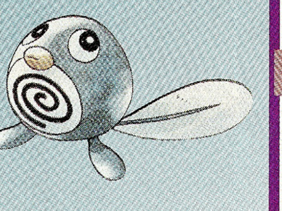
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	7	Stun Spore	Grass	—	75	30
☐	13	Poisonpowder	Poison	—	75	35
☐	19	Leech Life	Bug	20	100	15
☐	28	Spore	Grass	—	100	15
☐	37	Slash	Normal	70	100	20
☐	46	Growth	Normal	—	—	40
☐	55	Giga Drain	Grass	60	100	5

#60 POLIWAG™ 3C

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

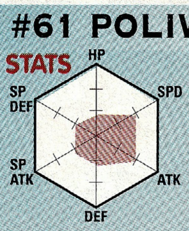
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	7	Hypnosis	Psychic	—	60	20
☐	13	Water Gun	Water	40	100	25
☐	19	Doubleslap	Normal	15	85	10
☐	25	Rain Dance	Water	—	—	5
☐	31	Body Slam	Normal	85	100	15
☐	37	Belly Drum	Normal	—	—	10
☐	43	Hydro Pump	Water	120	80	5

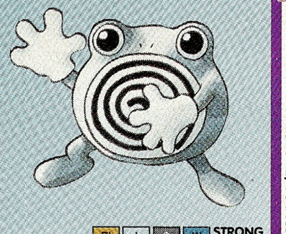
L25

#61 POLIWHIRL™ 3D

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

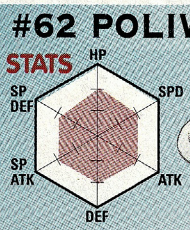
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	7	Hypnosis	Psychic	—	60	20
☐	13	Water Gun	Water	40	100	25
☐	19	Doubleslap	Normal	15	85	10
☐	27	Rain Dance	Water	—	—	5
☐	35	Body Slam	Normal	85	100	15
☐	43	Belly Drum	Normal	—	—	10
☐	51	Hydro Pump	Water	120	80	5

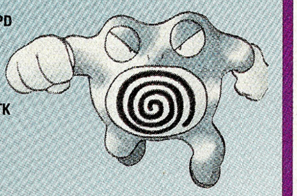
TO #62: WATERSTONE; TO #186: TRADE W/ KING'S ROCK

#62 POLIWRATH™ 3E

WATER
FIGHTING

STATS





HOW TO CATCH

B DK FI I R S W STRONG AGAINST

E FL GR PS WEAK AGAINST

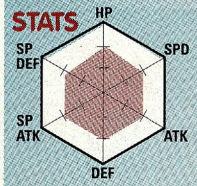
CRYSTAL MOVES LIST

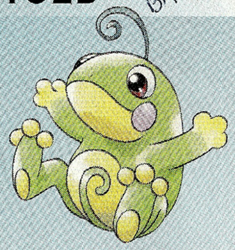
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Doubleslap	Normal	15	85	10
☐	35	Submission	Fighting	80	80	25
☐	51	Mind Reader	Normal	—	100	5

#186 POLITOED™ BA

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

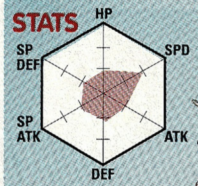
CRYSTAL MOVES LIST

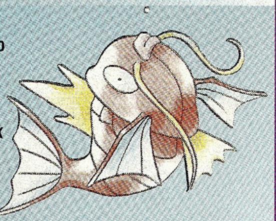
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Doubleslap	Normal	15	85	10
☐	35	Perish Song	Normal	—	—	5
☐	51	Swagger	Normal	—	90	15

#129 MAGIKARP™ 81

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

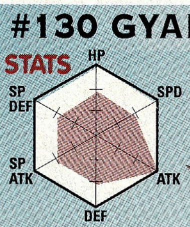
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Splash	Normal	—	—	40
☐	15	Tackle	Normal	35	95	35
☐	30	Flail	Normal	—	100	15

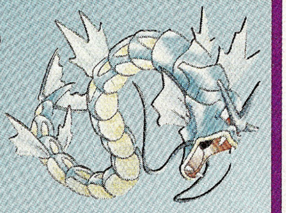
L20

#130 GYARADOS™ 82

WATER
FLYING

STATS





HOW TO CATCH

B FT FI GD S W STRONG AGAINST

E R WEAK AGAINST

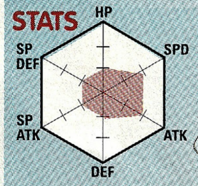
CRYSTAL MOVES LIST

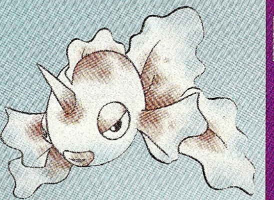
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Thrash	Normal	90	100	20
☐	20	Bite	Dark	60	100	25
☐	25	Dragon Rage	Dragon	—	100	10
☐	30	Leer	Normal	—	100	30
☐	35	Twister	Dragon	40	100	20
☐	40	Hydro Pump	Water	120	80	5
☐	45	Rain Dance	Water	—	—	5
☐	50	Hyper Beam	Normal	150	90	5

#118 GOLDEEN™ 76

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

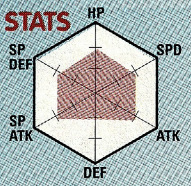
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	10	Supersonic	Normal	—	55	20
☐	15	Horn Attack	Normal	65	100	25
☐	24	Flail	Normal	50	100	1
☐	29	Fury Attack	Normal	15	85	20
☐	38	Waterfall	Water	80	100	15
☐	43	Horn Drill	Normal	—	30	5
☐	52	Agility	Psychic	—	—	30

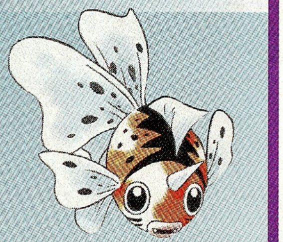
L33

#119 SEAKING™ 77

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

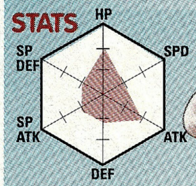
CRYSTAL MOVES LIST

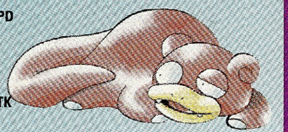
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	10	Supersonic	Normal	—	55	20
☐	15	Horn Attack	Normal	65	100	25
☐	24	Flail	Normal	50	100	1
☐	29	Fury Attack	Normal	15	85	20
☐	41	Waterfall	Water	80	100	15
☐	49	Horn Drill	Normal	—	30	5
☐	61	Agility	Psychic	—	—	30

#79 SLOWPOKE™ 4F

WATER
PSYCHIC

STATS





HOW TO CATCH

FT FI I PS S W STRONG AGAINST

B DK E GH GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Curse	???	—	—	10
☐	S	Tackle	Normal	35	95	35
☐	6	Growl	Normal	—	100	40
☐	15	Water Gun	Water	40	100	25
☐	20	Confusion	Psychic	50	100	25
☐	29	Disable	Normal	—	55	20
☐	34	Headbutt	Normal	70	100	15
☐	43	Amnesia	Psychic	—	—	20
☐	48	Psychic	Psychic	90	100	10

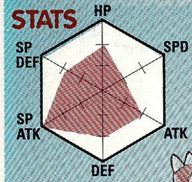
TO #80: L37; TO #199: TRADE W/ KING'S ROCK

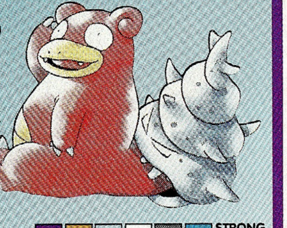
#80 SLOWBRO™

50

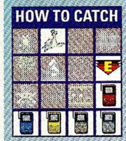
WATER
PSYCHIC

STATS





HOW TO CATCH



FT FI I PS S W STRONG AGAINST

B DK E GH GR WEAK AGAINST

CRYSTAL MOVES LIST

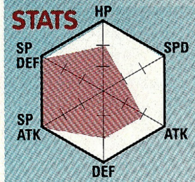
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Curse	???	—	—	10
☐	S	Tackle	Normal	35	95	35
☐	6	Growl	Normal	—	100	40
☐	15	Water Gun	Water	40	100	25
☐	20	Confusion	Psychic	50	100	25
☐	29	Disable	Normal	—	55	20
☐	34	Headbutt	Normal	70	100	15
☐	37	Withdraw	Water	—	—	40
☐	46	Amnesia	Psychic	—	—	20
☐	54	Psychic	Psychic	90	100	10

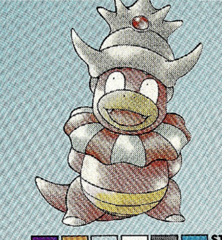
#199 SLOWKING™

C7

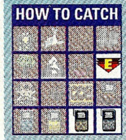
WATER
PSYCHIC

STATS





HOW TO CATCH



FT FI I PS S W STRONG AGAINST

B DK E GH GR WEAK AGAINST

CRYSTAL MOVES LIST

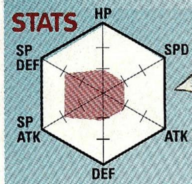
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Curse	???	—	—	10
☐	S	Tackle	Normal	35	95	35
☐	6	Growl	Normal	—	100	40
☐	15	Water Gun	Water	40	100	25
☐	20	Confusion	Psychic	50	100	25
☐	29	Disable	Normal	—	55	20
☐	34	Headbutt	Normal	70	100	15
☐	43	Swagger	Normal	—	90	15
☐	48	Psychic	Psychic	90	100	10

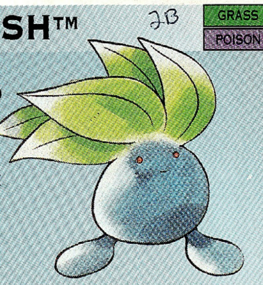
#43 ODDISH™

2B

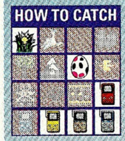
GRASS
POISON

STATS





HOW TO CATCH



E FT GR W STRONG AGAINST

FI FL I PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	7	Sweet Scent	Normal	—	100	20
☐	14	Poisonpowder	Poison	—	75	35
☐	16	Stun Spore	Grass	—	75	30
☐	18	Sleep Powder	Grass	—	75	15
☐	23	Acid	Poison	40	100	30
☐	32	Moonlight	Normal	—	—	5
☐	39	Petal Dance	Grass	70	100	20

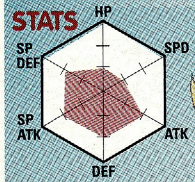
TO #44: L21

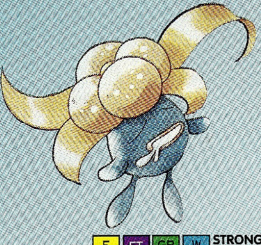
#44 GLOOM™

2C

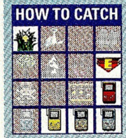
GRASS
POISON

STATS





HOW TO CATCH



E FT GR W STRONG AGAINST

FI FL I PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	7	Sweet Scent	Normal	—	100	20
☐	14	Poisonpowder	Poison	—	75	35
☐	16	Stun Spore	Grass	—	75	30
☐	18	Sleep Powder	Grass	—	75	15
☐	24	Acid	Poison	40	100	30
☐	35	Moonlight	Normal	—	—	5
☐	44	Petal Dance	Grass	70	100	20

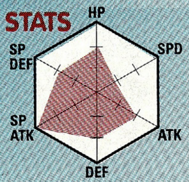
TO #45: LEAF STONE; TO #182: SUN STONE

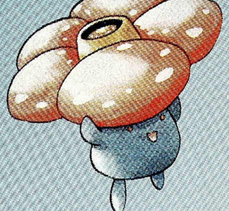
#45 VILEPLUME™

CD

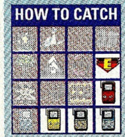
GRASS
POISON

STATS





HOW TO CATCH



E FT GR W STRONG AGAINST

FI FL I PS WEAK AGAINST

CRYSTAL MOVES LIST

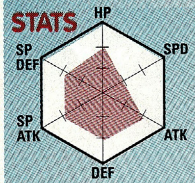
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	S	Sweet Scent	Normal	—	100	20
☐	S	Stun Spore	Grass	—	75	30
☐	S	Petal Dance	Grass	70	100	20

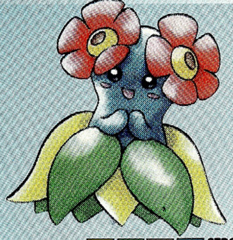
#182 BELLOSSOM™

B4

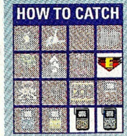
GRASS

STATS





HOW TO CATCH



E GR GD W STRONG AGAINST

B FI FL I PO WEAK AGAINST

CRYSTAL MOVES LIST

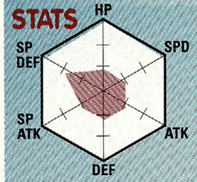
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	S	Sweet Scent	Normal	—	100	20
☐	S	Stun Spore	Grass	—	75	30
☐	S	Petal Dance	Grass	70	100	20
☐	55	Solarbeam	Grass	120	100	10

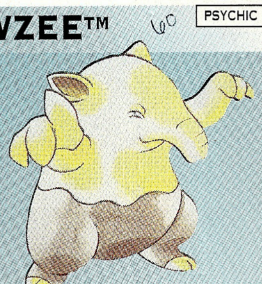
#96 DROWZEE™

60

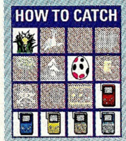
PSYCHIC

STATS





HOW TO CATCH



FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Hypnosis	Psychic	—	60	20
☐	10	Disable	Normal	—	55	20
☐	18	Confusion	Psychic	50	100	25
☐	25	Headbutt	Normal	70	100	15
☐	31	Poison Gas	Poison	—	55	40
☐	36	Meditate	Psychic	—	—	40
☐	40	Psychic	Psychic	90	100	10
☐	43	Psych Up	Normal	—	—	10
☐	45	Future Sight	Psychic	80	90	15

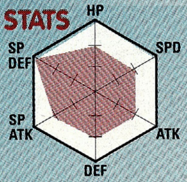
L26

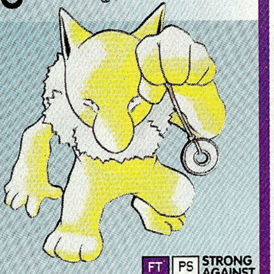
#97 HYPNO™

61

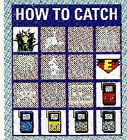
PSYCHIC

STATS





HOW TO CATCH



FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

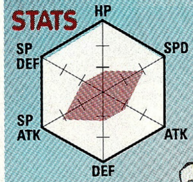
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Hypnosis	Psychic	—	60	20
☐	10	Disable	Normal	—	55	20
☐	18	Confusion	Psychic	50	100	25
☐	25	Headbutt	Normal	70	100	15
☐	33	Poison Gas	Poison	—	55	40
☐	40	Meditate	Psychic	—	—	40
☐	49	Psychic	Psychic	90	100	10
☐	55	Psych Up	Normal	—	—	10
☐	60	Future Sight	Psychic	80	90	15

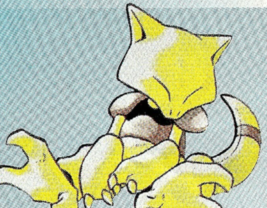
#63 ABRA™

3F

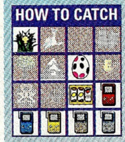
PSYCHIC

STATS





HOW TO CATCH



FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

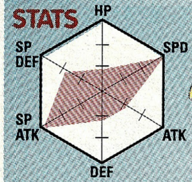
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20

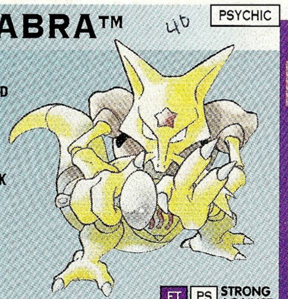
TO #64: L16

#64 KADABRA™ 40

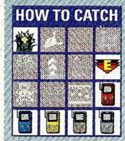
PSYCHIC

STATS





HOW TO CATCH



FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

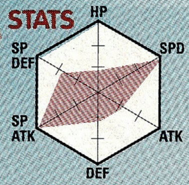
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20
☐	S	Kinesis	Psychic	—	80	15
☐	16	Confusion	Psychic	50	100	25
☐	18	Disable	Normal	—	55	20
☐	21	Psybeam	Psychic	65	100	20
☐	26	Recover	Normal	—	—	20
☐	31	Future Sight	Psychic	80	90	15
☐	38	Psychic	Psychic	90	100	10
☐	45	Reflect	Psychic	—	—	20

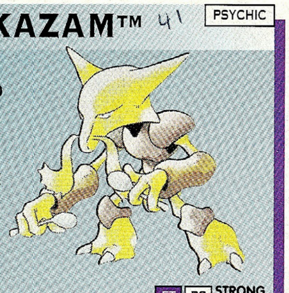
TRADE W/ GAME LINK CABLE

#65 ALAKAZAM™ 41

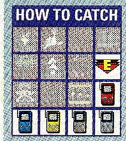
PSYCHIC

STATS





HOW TO CATCH



FT PS STRONG AGAINST

B DK GH WEAK AGAINST

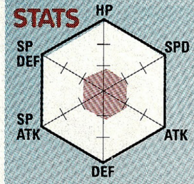
CRYSTAL MOVES LIST

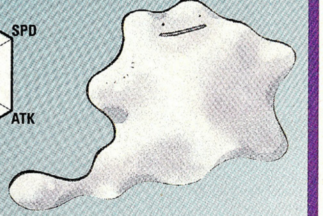
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Teleport	Psychic	—	—	20
☐	S	Kinesis	Psychic	—	80	15
☐	16	Confusion	Psychic	50	100	25
☐	18	Disable	Normal	—	55	20
☐	21	Psybeam	Psychic	65	100	20
☐	26	Recover	Normal	—	—	20
☐	31	Future Sight	Psychic	80	90	15
☐	38	Psychic	Psychic	90	100	10
☐	45	Reflect	Psychic	—	—	20

#132 DITTO™ 84

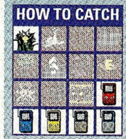
NORMAL

STATS





HOW TO CATCH



GH STRONG AGAINST

FT WEAK AGAINST

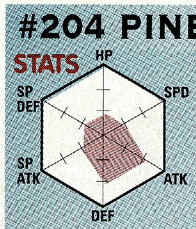
CRYSTAL MOVES LIST

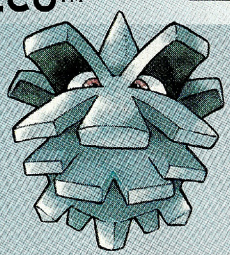
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Transform	Normal	—	—	10

#204 PINECO™ CC

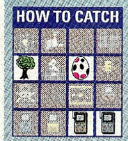
BUG

STATS





HOW TO CATCH



FT GR GD STRONG AGAINST

FI FL R WEAK AGAINST

CRYSTAL MOVES LIST

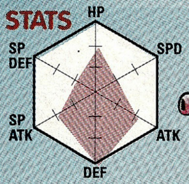
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Protect	Normal	—	—	10
☐	8	Selfdestruct	Normal	200	100	5
☐	15	Take Down	Normal	90	85	20
☐	22	Rapid Spin	Normal	20	100	40
☐	29	Bide	Normal	—	100	10
☐	36	Explosion	Normal	250	100	5
☐	43	Spikes	Ground	—	—	20
☐	50	Double-Edge	Normal	120	100	15

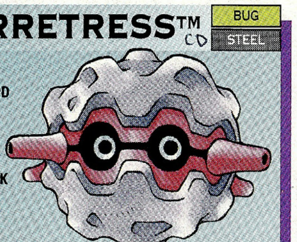
L31

#205 FORRETRESS™ CD

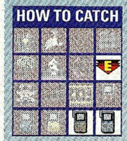
BUG
STEEL

STATS





HOW TO CATCH



B DK D GH GR I N PO PS S STRONG AGAINST

FI WEAK AGAINST

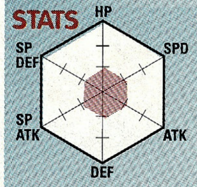
CRYSTAL MOVES LIST

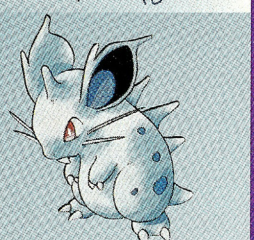
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Protect	Normal	—	—	10
☐	8	Selfdestruct	Normal	200	100	5
☐	15	Take Down	Normal	90	85	20
☐	22	Rapid Spin	Normal	20	100	40
☐	29	Bide	Normal	—	100	10
☐	39	Explosion	Normal	250	100	5
☐	49	Spikes	Ground	—	—	20
☐	59	Double-Edge	Normal	120	100	15

#29 NIDORAN ♀ ™ 1D

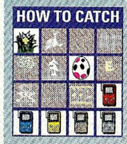
POISON

STATS





HOW TO CATCH



B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

CRYSTAL MOVES LIST

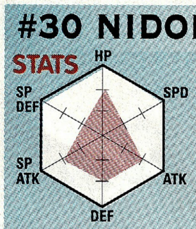
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Tackle	Normal	35	95	35
☐	8	Scratch	Normal	40	100	35
☐	12	Double Kick	Fighting	30	100	30
☐	17	Poison Sting	Poison	15	100	35
☐	23	Tail Whip	Normal	—	100	30
☐	30	Bite	Dark	60	100	25
☐	38	Fury Swipes	Normal	18	80	15

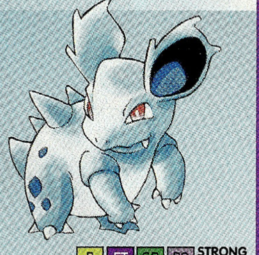
TO #30: L16

#30 NIDORINA™ 1E

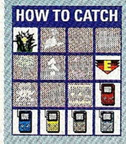
POISON

STATS





HOW TO CATCH



B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

CRYSTAL MOVES LIST

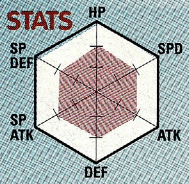
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Tackle	Normal	35	95	35
☐	8	Scratch	Normal	40	100	35
☐	12	Double Kick	Fighting	30	100	30
☐	19	Poison Sting	Poison	15	100	35
☐	27	Tail Whip	Normal	—	100	30
☐	36	Bite	Dark	60	100	25
☐	46	Fury Swipes	Normal	18	80	15

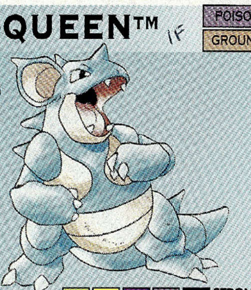
MOONSTONE

#31 NIDOQUEEN™ 1F

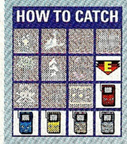
POISON
GROUND

STATS





HOW TO CATCH



B E FT PO R STRONG AGAINST

GD I PS W WEAK AGAINST

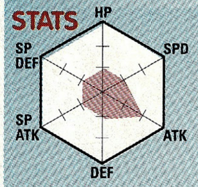
CRYSTAL MOVES LIST

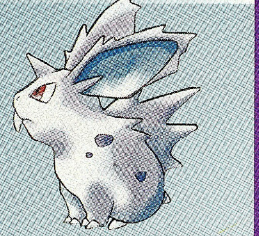
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Scratch	Normal	40	100	35
☐	S	Double Kick	Fighting	30	100	30
☐	S	Tail Whip	Normal	—	100	30
☐	23	Body Slam	Normal	85	100	15

#32 NIDORAN ♂ ™ 20

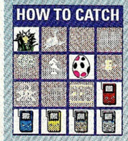
POISON

STATS





HOW TO CATCH



B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	8	Horn Attack	Normal	65	100	25
☐	12	Double Kick	Fighting	30	100	30
☐	17	Poison Sting	Poison	15	100	35
☐	23	Focus Energy	Normal	—	—	30
☐	30	Fury Attack	Normal	15	85	20
☐	38	Horn Drill	Normal	—	30	5

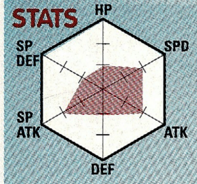
TO #33: L16

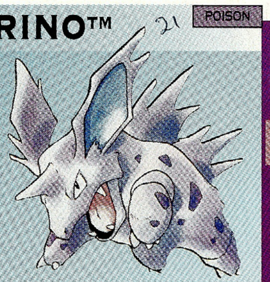
#33 NIDORINO™

21

POISON

STATS





HOW TO CATCH

B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	8	Horn Attack	Normal	65	100	25
☐	12	Double Kick	Fighting	30	100	30
☐	19	Poison Sting	Poison	15	100	35
☐	27	Focus Energy	Normal	—	—	30
☐	36	Fury Attack	Normal	15	85	20
☐	46	Horn Drill	Normal	—	30	5

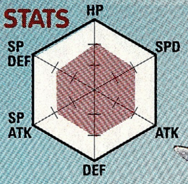
MOONSTONE

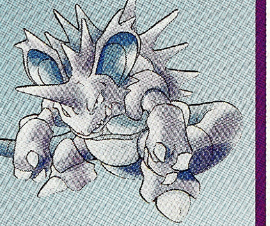
#34 NIDOKING™

22

POISON
GROUND

STATS





HOW TO CATCH

B E FT PO R STRONG AGAINST

GD I PS W WEAK AGAINST

CRYSTAL MOVES LIST

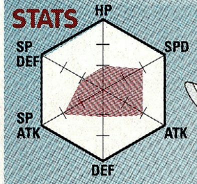
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Horn Attack	Normal	65	100	25
☐	S	Double Kick	Fighting	30	100	30
☐	S	Poison Sting	Poison	15	100	35
☐	23	Thrash	Normal	90	100	20

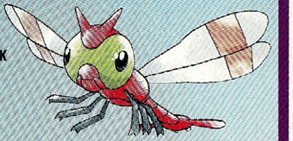
#193 YANMA™

C1

BUG
FLYING

STATS





HOW TO CATCH

B FT GR GD STRONG AGAINST

E FI FL I R WEAK AGAINST

CRYSTAL MOVES LIST

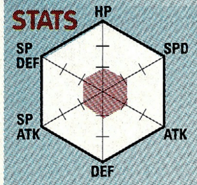
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Foresight	Normal	—	100	40
☐	7	Quick Attack	Normal	40	100	30
☐	13	Double Team	Normal	—	—	15
☐	19	Sonicboom	Normal	—	90	20
☐	25	Detect	Fighting	—	—	5
☐	31	Supersonic	Normal	—	55	20
☐	37	Wing Attack	Flying	60	100	35
☐	43	Screech	Normal	—	85	40

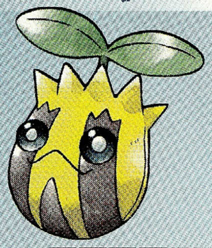
#191 SUNKERN™

BF

GRASS

STATS





HOW TO CATCH

E GR GD W STRONG AGAINST

B FI FL I PO WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	4	Growth	Normal	—	—	40
☐	10	Mega Drain	Grass	40	100	10
☐	19	Sunny Day	Fire	—	—	5
☐	31	Synthesis	Grass	—	—	5
☐	46	Giga Drain	Grass	60	100	5

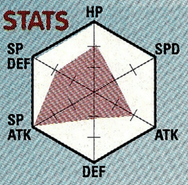
SUN STONE

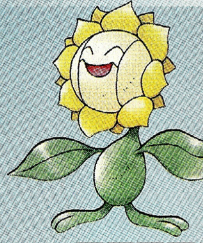
#192 SUNFLORA™

C0

GRASS

STATS





HOW TO CATCH

E GR GD W STRONG AGAINST

B FI FL I PO WEAK AGAINST

CRYSTAL MOVES LIST

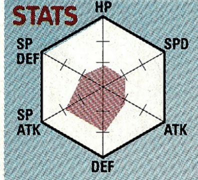
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Absorb	Grass	20	100	20
☐	S	Pound	Normal	40	100	35
☐	4	Growth	Normal	—	—	40
☐	10	Razor Leaf	Grass	55	95	25
☐	19	Sunny Day	Fire	—	—	5
☐	31	Petal Dance	Grass	70	100	20
☐	46	Solarbeam	Grass	120	100	10

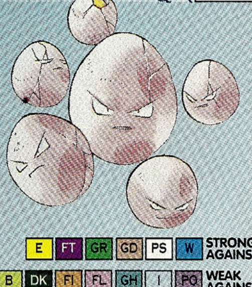
#102 EXEGGCUTE™

66

GRASS
PSYCHIC

STATS





HOW TO CATCH

E FT GR GD PS W STRONG AGAINST

B DK FI FL GH I PO WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrage	Normal	15	85	20
☐	S	Hypnosis	Psychic	—	60	20
☐	7	Reflect	Psychic	—	—	20
☐	13	Leech Seed	Grass	—	90	10
☐	19	Confusion	Psychic	50	100	25
☐	25	Stun Spore	Grass	—	75	30
☐	31	Poisonpowder	Poison	—	75	35
☐	37	Sleep Powder	Grass	—	75	15
☐	43	Solarbeam	Grass	120	100	10

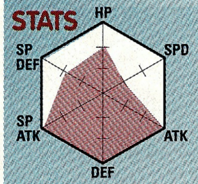
TO #103: LEAF STONE

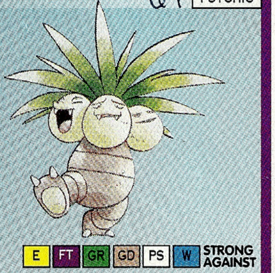
#103 EXEGGUTOR™

67

GRASS
PSYCHIC

STATS





HOW TO CATCH

E FT GR GD PS W STRONG AGAINST

B DK FI FL GH I PO WEAK AGAINST

CRYSTAL MOVES LIST

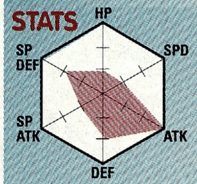
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrage	Normal	15	85	20
☐	S	Hypnosis	Psychic	—	60	20
☐	S	Confusion	Psychic	50	100	25
☐	19	Stomp	Normal	65	100	20
☐	31	Egg Bomb	Normal	100	75	10

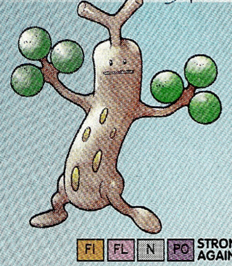
#185 SUDOWOODO™

B9

ROCK

STATS





HOW TO CATCH

FI FL N PO STRONG AGAINST

FT GR GD S W WEAK AGAINST

CRYSTAL MOVES LIST

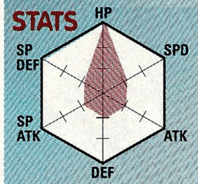
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Rock Throw	Rock	50	90	15
☐	S	Mimic	Normal	—	100	10
☐	10	Flail	Normal	—	100	15
☐	19	Low Kick	Fighting	50	90	20
☐	28	Rock Slide	Rock	75	90	10
☐	37	Faint Attack	Dark	60	—	20
☐	46	Slam	Normal	80	75	20

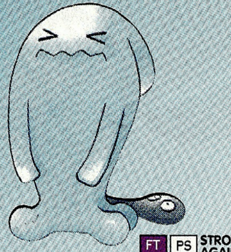
#202 WOBBUFFET™

CA

PSYCHIC

STATS





HOW TO CATCH

FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

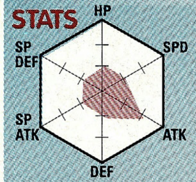
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Counter	Fighting	—	100	20
☐	S	Mirror Coat	Psychic	—	100	20
☐	S	Safeguard	Normal	—	—	25
☐	S	Destiny Bond	Ghost	—	—	5

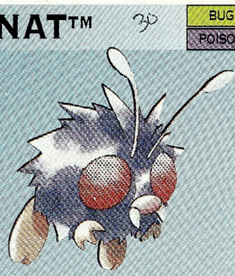
#48 VENONAT™

30

BUG
POISON

STATS





HOW TO CATCH

STRONG AGAINST: B FT GR PO

WEAK AGAINST: FI FL PS R

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Disable	Normal	—	55	20
☐	S	Foresight	Normal	—	100	40
☐	9	Supersonic	Normal	—	55	20
☐	17	Confusion	Psychic	50	100	25
☐	20	Poisonpowder	Poison	—	75	35
☐	25	Leech Life	Bug	20	100	15
☐	28	Stun Spore	Grass	—	75	30
☐	33	Psybeam	Psychic	65	100	20
☐	36	Sleep Powder	Grass	—	75	15
☐	41	Psychic	Psychic	90	100	10

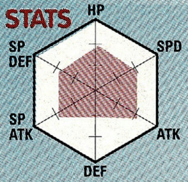
L31

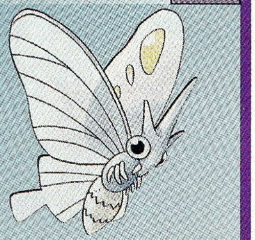
#49 VENOMOTH™

31

BUG
POISON

STATS





HOW TO CATCH

STRONG AGAINST: B FT GR PO

WEAK AGAINST: FI FL PS R

CRYSTAL MOVES LIST

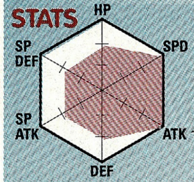
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Disable	Normal	—	55	20
☐	S	Foresight	Normal	—	100	40
☐	9	Supersonic	Normal	—	55	20
☐	17	Confusion	Psychic	50	100	25
☐	20	Poisonpowder	Poison	—	75	35
☐	25	Leech Life	Bug	20	100	15
☐	28	Stun Spore	Grass	—	75	30
☐	31	Gust	Flying	40	100	35
☐	36	Psybeam	Psychic	65	100	20
☐	42	Sleep Powder	Grass	—	75	15
☐	52	Psychic	Psychic	90	100	10

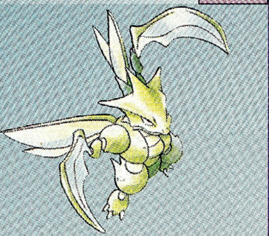
#123 SCYTHER™

7B

BUG
FLYING

STATS





HOW TO CATCH

STRONG AGAINST: B FT GR GD

WEAK AGAINST: E FI FL I R

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	6	Focus Energy	Normal	—	—	30
☐	12	Pursuit	Dark	40	100	20
☐	18	False Swipe	Normal	40	100	40
☐	24	Agility	Psychic	—	—	30
☐	30	Wing Attack	Flying	60	100	35
☐	36	Slash	Normal	70	100	20
☐	42	Swords Dance	Normal	—	—	30
☐	48	Double Team	Normal	—	—	15

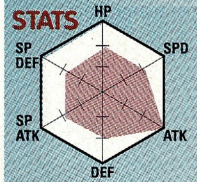
TO #212: TRADE W/ METAL COAT

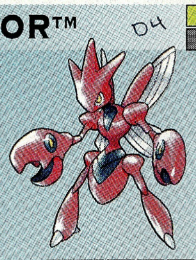
#212 SCIZOR™

D4

BUG
STEEL

STATS





HOW TO CATCH

STRONG AGAINST: B DK D GH GR I N PO PS S

WEAK AGAINST: FI

CRYSTAL MOVES LIST

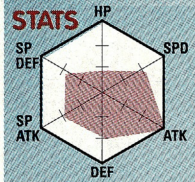
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	6	Focus Energy	Normal	—	—	30
☐	12	Pursuit	Dark	40	100	20
☐	18	False Swipe	Normal	40	100	40
☐	24	Agility	Psychic	—	—	30
☐	30	Metal Claw	Steel	50	95	35
☐	36	Slash	Normal	70	100	20
☐	42	Swords Dance	Normal	—	—	30
☐	48	Double Team	Normal	—	—	15

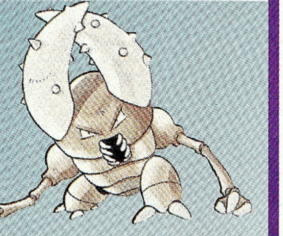
#127 PINSIR™

71

BUG

STATS





HOW TO CATCH

STRONG AGAINST: FT GR GD

WEAK AGAINST: FI FL R

CRYSTAL MOVES LIST

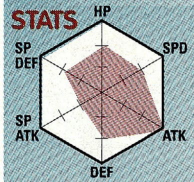
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Vicegrip	Normal	55	100	30
☐	7	Focus Energy	Normal	—	—	30
☐	13	Bind	Normal	15	75	20
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Harden	Normal	—	—	30
☐	31	Guillotine	Normal	—	30	5
☐	37	Submission	Fighting	80	80	25
☐	43	Swords Dance	Normal	—	—	30

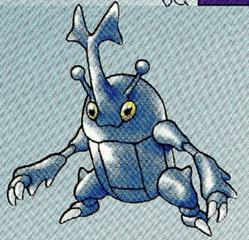
#214 HERACROSS™

D4

BUG
FIGHTING

STATS





HOW TO CATCH

STRONG AGAINST: B DK FT GR GD

WEAK AGAINST: FI FL PS

CRYSTAL MOVES LIST

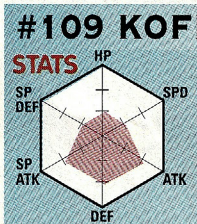
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Leer	Normal	—	100	30
☐	6	Horn Attack	Normal	65	100	25
☐	12	Endure	Normal	—	—	10
☐	19	Fury Attack	Normal	15	85	20
☐	27	Counter	Fighting	—	100	20
☐	35	Take Down	Normal	90	85	20
☐	44	Reversal	Fighting	—	100	15
☐	54	Megahorn	Bug	120	85	10

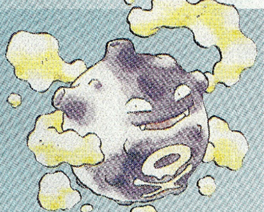
#109 KOFFING™

ud

POISON

STATS





HOW TO CATCH

STRONG AGAINST: B FT GR PO

WEAK AGAINST: GD PS

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Tackle	Normal	35	95	35
☐	9	Smog	Poison	20	70	20
☐	17	Selfdestruct	Normal	200	100	5
☐	21	Sludge	Poison	65	100	20
☐	25	Smokescreen	Normal	—	100	20
☐	33	Haze	Ice	—	—	30
☐	41	Explosion	Normal	250	100	5
☐	45	Destiny Bond	Ghost	—	—	5

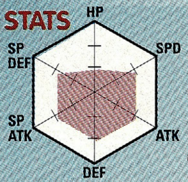
L35

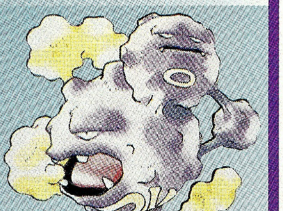
#110 WEEZING™

ue

POISON

STATS





HOW TO CATCH

STRONG AGAINST: B FT GR PO

WEAK AGAINST: GD PS

CRYSTAL MOVES LIST

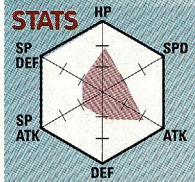
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Tackle	Normal	35	95	35
☐	9	Smog	Poison	20	70	20
☐	17	Selfdestruct	Normal	200	100	5
☐	21	Sludge	Poison	65	100	20
☐	25	Smokescreen	Normal	—	100	20
☐	33	Haze	Ice	—	—	30
☐	44	Explosion	Normal	250	100	5
☐	51	Destiny Bond	Ghost	—	—	5

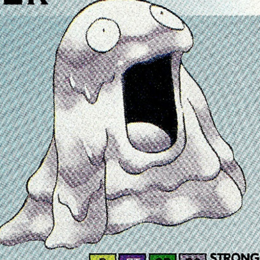
#88 GRIMER™

58

POISON

STATS





HOW TO CATCH

STRONG AGAINST: B FT GR PO

WEAK AGAINST: GD PS

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Pound	Normal	40	100	35
☐	5	Harden	Normal	—	—	30
☐	10	Disable	Normal	—	55	20
☐	16	Sludge	Poison	65	100	20
☐	23	Minimize	Normal	—	—	20
☐	31	Screech	Normal	—	85	40
☐	40	Acid Armor	Poison	—	—	40
☐	50	Sludge Bomb	Poison	90	100	10

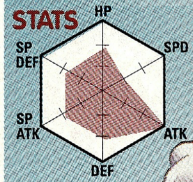
TO #89: L38

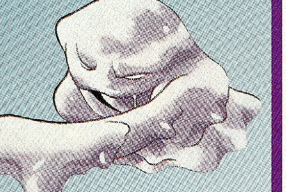
#89 MUK™

59

POISON

STATS





HOW TO CATCH

B FT GR PO STRONG AGAINST

GD PS WEAK AGAINST

CRYSTAL MOVES LIST

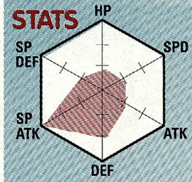
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Gas	Poison	—	55	40
☐	S	Pound	Normal	40	100	35
☐	33	Harden	Normal	—	—	30
☐	37	Disable	Normal	—	55	20
☐	45	Sludge	Poison	65	100	20
☐	45	Minimize	Normal	—	—	20
☐	45	Screech	Normal	—	85	40
☐	45	Acid Armor	Poison	—	—	40
☐	60	Sludge Bomb	Poison	90	100	10

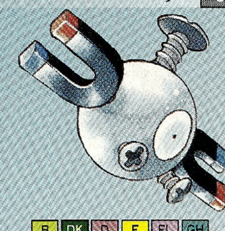
#81 MAGNEMITE™

51

ELECTRIC
STEEL

STATS





HOW TO CATCH

B DK D E FL GH GR I N PO PS R S STRONG AGAINST

FT FI GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Thundershock	Electric	40	100	30
☐	11	Supersonic	Normal	—	55	20
☐	16	Sonicboom	Normal	—	90	20
☐	21	Thunder Wave	Electric	—	100	20
☐	27	Lock-on	Normal	—	100	5
☐	33	Swift	Normal	60	—	20
☐	39	Screech	Normal	—	85	40
☐	45	Zap Cannon	Electric	100	50	5

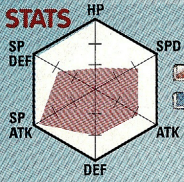
L30

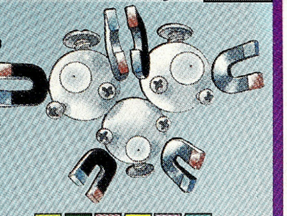
#82 MAGNETON™

52

ELECTRIC
STEEL

STATS





HOW TO CATCH

B DK D E FL GH GR I N PO PS R S STRONG AGAINST

FT FI GD WEAK AGAINST

CRYSTAL MOVES LIST

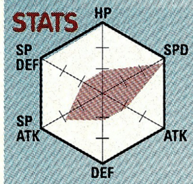
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	6	Thundershock	Electric	40	100	30
☐	11	Supersonic	Normal	—	55	20
☐	16	Sonicboom	Normal	—	90	20
☐	21	Thunder Wave	Electric	—	100	20
☐	27	Lock-on	Normal	—	100	5
☐	35	Tri Attack	Normal	80	100	10
☐	43	Screech	Normal	—	85	40
☐	53	Zap Cannon	Electric	100	50	5

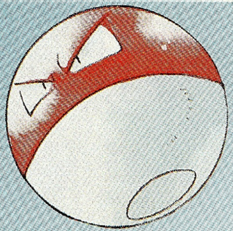
#100 VOLTORB™

64

ELECTRIC

STATS





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	9	Screech	Normal	—	85	40
☐	17	Sonicboom	Normal	—	90	20
☐	23	Selfdestruct	Normal	200	100	5
☐	29	Rollout	Rock	30	90	20
☐	33	Light Screen	Psychic	—	—	30
☐	37	Swift	Normal	60	—	20
☐	39	Explosion	Normal	250	100	5
☐	41	Mirror Coat	Psychic	—	100	20

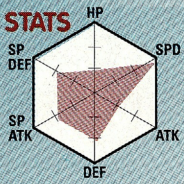
L30

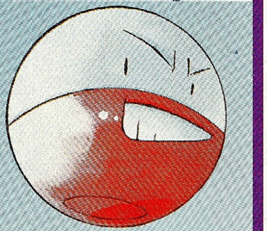
#101 ELECTRODE™

65

ELECTRIC

STATS





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

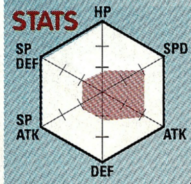
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	9	Screech	Normal	—	85	40
☐	17	Sonicboom	Normal	—	90	20
☐	23	Selfdestruct	Normal	200	100	5
☐	29	Rollout	Rock	30	90	20
☐	34	Light Screen	Psychic	—	—	30
☐	40	Swift	Normal	60	—	20
☐	44	Explosion	Normal	250	100	5
☐	48	Mirror Coat	Psychic	—	100	20

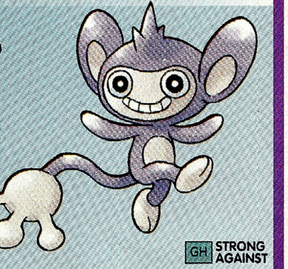
#190 AIPOM™

BE

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

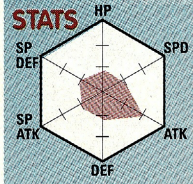
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Tail Whip	Normal	—	100	30
☐	6	Sand-Attack	Ground	—	100	15
☐	12	Baton Pass	Normal	—	—	40
☐	19	Fury Swipes	Normal	18	80	15
☐	27	Swift	Normal	60	—	20
☐	36	Screech	Normal	—	85	40
☐	46	Agility	Psychic	—	—	30

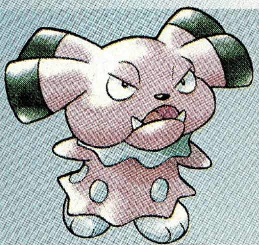
#209 SNUBBULL™

D1

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Scary Face	Normal	—	90	10
☐	4	Tail Whip	Normal	—	100	30
☐	8	Charm	Normal	—	100	20
☐	13	Bite	Dark	60	100	25
☐	19	Lick	Ghost	20	100	30
☐	26	Roar	Normal	—	100	20
☐	34	Rage	Normal	20	100	20
☐	43	Take Down	Normal	90	85	20

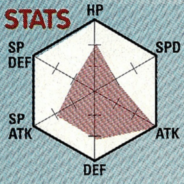
L23

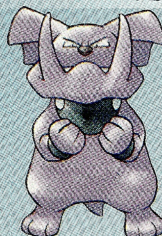
#210 GRANBULL™

D2

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

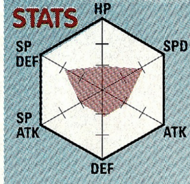
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Scary Face	Normal	—	90	10
☐	4	Tail Whip	Normal	—	100	30
☐	8	Charm	Normal	—	100	20
☐	13	Bite	Dark	60	100	25
☐	19	Lick	Ghost	20	100	30
☐	28	Roar	Normal	—	100	20
☐	38	Rage	Normal	20	100	20
☐	51	Take Down	Normal	90	85	20

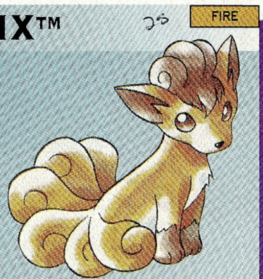
#37 VULPIX™

25

FIRE

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

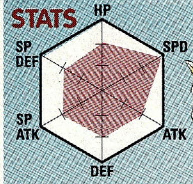
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	7	Quick Attack	Normal	40	100	30
☐	13	Roar	Normal	—	100	20
☐	19	Confuse Ray	Ghost	—	100	10
☐	25	Safeguard	Normal	—	—	25
☐	31	Flamethrower	Fire	95	100	15
☐	37	Fire Spin	Fire	15	70	15

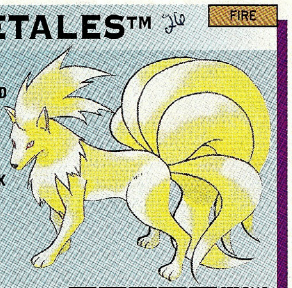
TO #38: FIRE STONE

#38 NINETALES™ 26

FIRE

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

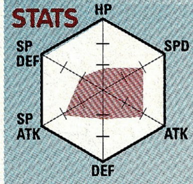
CRYSTAL MOVES LIST

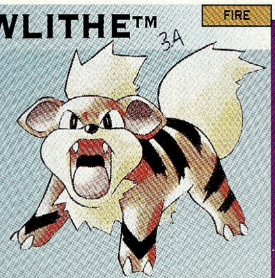
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	S	Quick Attack	Normal	40	100	30
☐	S	Confuse Ray	Ghost	—	100	10
☐	S	Safeguard	Normal	—	—	25
☐	43	Fire Spin	Fire	15	70	15

#58 GROWLITHE™ 3A

FIRE

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

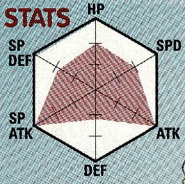
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Roar	Normal	—	100	20
☐	9	Ember	Fire	40	100	25
☐	18	Leer	Normal	—	100	30
☐	26	Take Down	Normal	90	85	20
☐	34	Flame Wheel	Fire	60	100	25
☐	42	Agility	Psychic	—	—	30
☐	50	Flamethrower	Fire	95	100	15

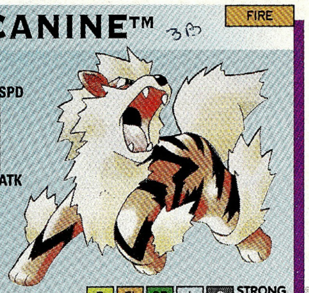
FIRE STONE

#59 ARCANINE™ 3B

FIRE

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

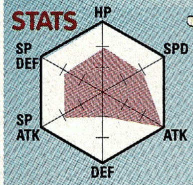
CRYSTAL MOVES LIST

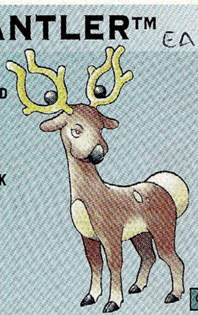
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Roar	Normal	—	100	20
☐	S	Leer	Normal	—	100	30
☐	S	Take Down	Normal	90	85	20
☐	S	Flame Wheel	Fire	60	100	25
☐	50	Extreme Speed	Normal	80	100	5

#234 STANTLER™ EA

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

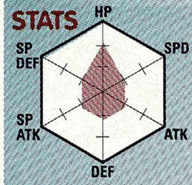
CRYSTAL MOVES LIST

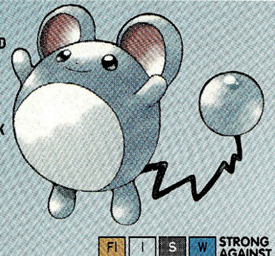
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Leer	Normal	—	100	30
☐	15	Hypnosis	Psychic	—	60	20
☐	23	Stomp	Normal	65	100	20
☐	31	Sand-Attack	Ground	—	100	15
☐	40	Take Down	Normal	90	85	20
☐	49	Confuse Ray	Ghost	—	100	10

#183 MARILL™ B7

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

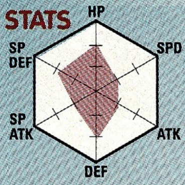
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	3	Defense Curl	Normal	—	—	40
☐	6	Tail Whip	Normal	—	100	30
☐	10	Water Gun	Water	40	100	25
☐	15	Rollout	Rock	30	90	20
☐	21	Bubblebeam	Water	65	100	20
☐	28	Double-Edge	Normal	120	100	15
☐	36	Rain Dance	Water	—	—	5

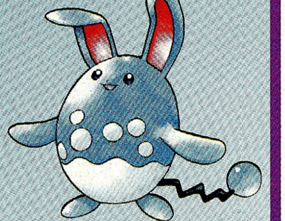
L18

#184 AZUMARILL™ B8

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

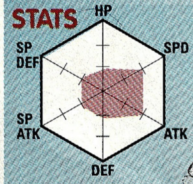
CRYSTAL MOVES LIST

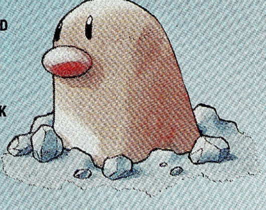
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	3	Defense Curl	Normal	—	—	40
☐	6	Tail Whip	Normal	—	100	30
☐	10	Water Gun	Water	40	100	25
☐	15	Rollout	Rock	30	90	20
☐	25	Bubblebeam	Water	65	100	20
☐	36	Double-Edge	Normal	120	100	15
☐	48	Rain Dance	Water	—	—	5

#50 DIGLETT™ 32

GROUND

STATS





HOW TO CATCH

E PO R STRONG AGAINST

GR I W WEAK AGAINST

CRYSTAL MOVES LIST

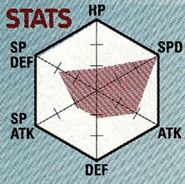
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Growl	Normal	—	100	40
☐	9	Magnitude	Ground	—	100	30
☐	17	Dig	Ground	60	100	10
☐	25	Sand-Attack	Ground	—	100	15
☐	33	Slash	Normal	70	100	20
☐	41	Earthquake	Ground	100	100	10
☐	49	Fissure	Ground	—	30	5

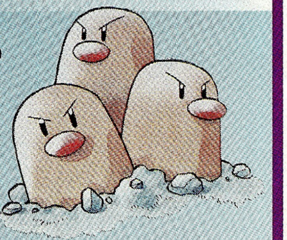
L26

#51 DUGTRIO™ 33

GROUND

STATS





HOW TO CATCH

E PO R STRONG AGAINST

GR I W WEAK AGAINST

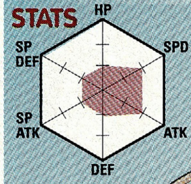
CRYSTAL MOVES LIST

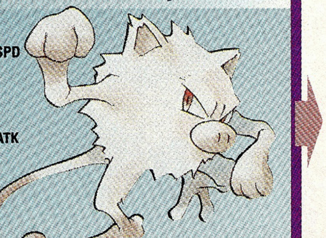
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tri Attack	Normal	80	100	10
☐	5	Growl	Normal	—	100	40
☐	9	Magnitude	Ground	—	100	30
☐	17	Dig	Ground	60	100	10
☐	25	Sand-Attack	Ground	—	100	15
☐	37	Slash	Normal	70	100	20
☐	49	Earthquake	Ground	100	100	10
☐	61	Fissure	Ground	—	30	5

#56 MANKEY™ 38

FIGHTING

STATS





HOW TO CATCH

B DK R STRONG AGAINST

FL PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	9	Low Kick	Fighting	50	90	20
☐	15	Karate Chop	Fighting	50	100	25
☐	21	Fury Swipes	Normal	18	80	15
☐	27	Focus Energy	Normal	—	—	30
☐	33	Seismic Toss	Fighting	—	100	20
☐	39	Cross Chop	Fighting	100	80	5
☐	45	Screech	Normal	—	85	40
☐	51	Thrash	Normal	90	100	20

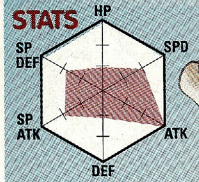
TO #57: L28

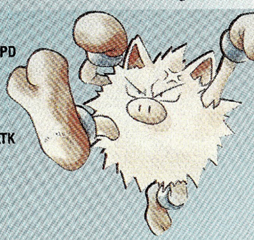
#57 PRIMEAPE™

39

FIGHTING

STATS





HOW TO CATCH

B DK R STRONG AGAINST

FL PS WEAK AGAINST

CRYSTAL MOVES LIST

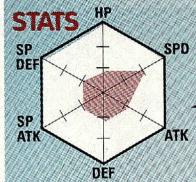
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	9	Low Kick	Fighting	50	90	20
☐	15	Karate Chop	Fighting	50	100	25
☐	21	Fury Swipes	Normal	18	80	15
☐	27	Focus Energy	Normal	—	—	30
☐	28	Rage	Normal	20	100	20
☐	36	Seismic Toss	Fighting	—	100	20
☐	45	Cross Chop	Fighting	100	80	5
☐	54	Screech	Normal	—	85	40
☐	63	Thrash	Normal	90	100	20

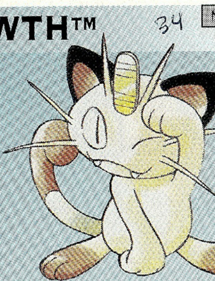
#52 MEOWTH™

34

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	11	Bite	Dark	60	100	25
☐	20	Pay Day	Normal	40	100	20
☐	28	Faint Attack	Dark	60	—	20
☐	35	Screech	Normal	—	85	40
☐	41	Fury Swipes	Normal	18	80	15
☐	46	Slash	Normal	70	100	20

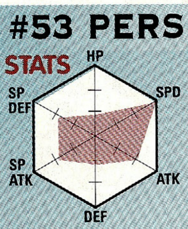
L28

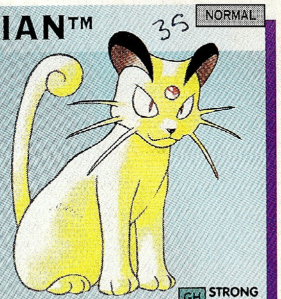
#53 PERSIAN™

35

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

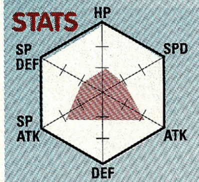
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	11	Bite	Dark	60	100	25
☐	20	Pay Day	Normal	40	100	20
☐	29	Faint Attack	Dark	60	—	20
☐	38	Screech	Normal	—	85	40
☐	46	Fury Swipes	Normal	18	80	15
☐	53	Slash	Normal	70	100	20

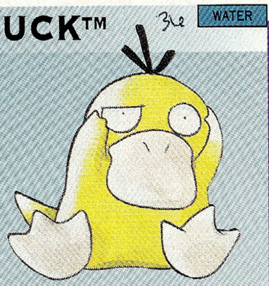
#54 PSYDUCK™

36

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Tail Whip	Normal	—	100	30
☐	10	Disable	Normal	—	55	20
☐	16	Confusion	Psychic	50	100	25
☐	23	Screech	Normal	—	85	40
☐	31	Psych Up	Normal	—	—	10
☐	40	Fury Swipes	Normal	18	80	15
☐	50	Hydro Pump	Water	120	80	5

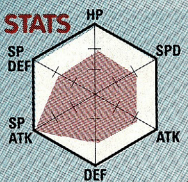
L33

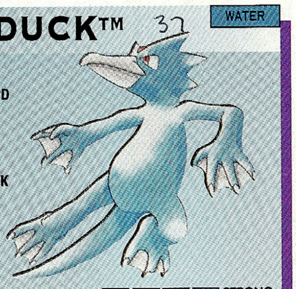
#55 GOLDUCK™

37

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

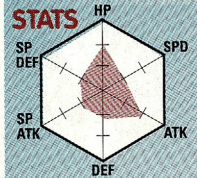
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	5	Tail Whip	Normal	—	100	30
☐	10	Disable	Normal	—	55	20
☐	16	Confusion	Psychic	50	100	25
☐	23	Screech	Normal	—	85	40
☐	31	Psych Up	Normal	—	—	10
☐	44	Fury Swipes	Normal	18	80	15
☐	58	Hydro Pump	Water	120	80	5

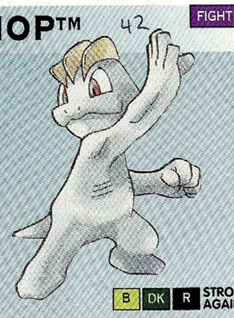
#66 MACHOP™

42

FIGHTING

STATS





HOW TO CATCH

B DK R STRONG AGAINST

FL PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Low Kick	Fighting	50	90	20
☐	S	Leer	Normal	—	100	30
☐	7	Focus Energy	Normal	—	—	30
☐	13	Karate Chop	Fighting	50	100	25
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Foresight	Normal	—	100	40
☐	31	Vital Throw	Fighting	70	100	10
☐	37	Cross Chop	Fighting	100	80	5
☐	43	Scary Face	Normal	—	90	10
☐	49	Submission	Fighting	80	80	25

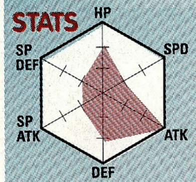
TO #67: L28

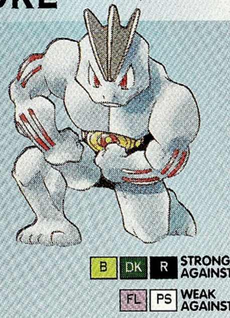
#67 MACHOKE™

43

FIGHTING

STATS





HOW TO CATCH

B DK R STRONG AGAINST

FL PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Low Kick	Fighting	50	90	20
☐	S	Leer	Normal	—	100	30
☐	8	Focus Energy	Normal	—	—	30
☐	15	Karate Chop	Fighting	50	100	25
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Foresight	Normal	—	100	40
☐	34	Vital Throw	Fighting	70	100	10
☐	43	Cross Chop	Fighting	100	80	5
☐	52	Scary Face	Normal	—	90	10
☐	61	Submission	Fighting	80	80	25

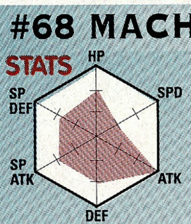
TRADE W/ GAME LINK CABLE

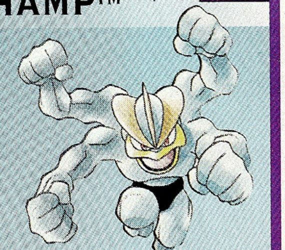
#68 MACHAMP™

44

FIGHTING

STATS





HOW TO CATCH

B DK R STRONG AGAINST

FL PS WEAK AGAINST

CRYSTAL MOVES LIST

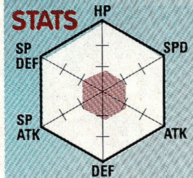
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Low Kick	Fighting	50	90	20
☐	S	Leer	Normal	—	100	30
☐	8	Focus Energy	Normal	—	—	30
☐	15	Karate Chop	Fighting	50	100	25
☐	19	Seismic Toss	Fighting	—	100	20
☐	25	Foresight	Normal	—	100	40
☐	34	Vital Throw	Fighting	70	100	10
☐	43	Cross Chop	Fighting	100	80	5
☐	52	Scary Face	Normal	—	90	10
☐	61	Submission	Fighting	80	80	25

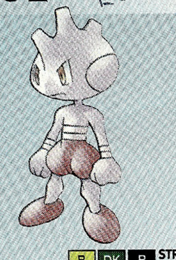
#236 TYROGUE™

EC

FIGHTING

STATS





HOW TO CATCH

B DK R STRONG AGAINST

FL PS WEAK AGAINST

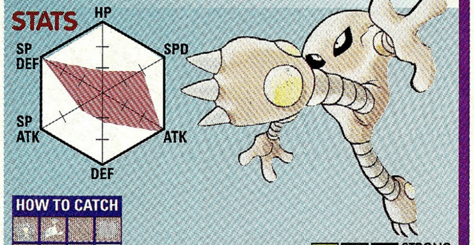
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35

TO#106: L20, Attack>Defense; TO #107: L20, Attack<Defense; To #237: L20, Attack=Defense

#106 HITMONLEE™ eA

FIGHTING



HOW TO CATCH

B DK R STRONG AGAINST

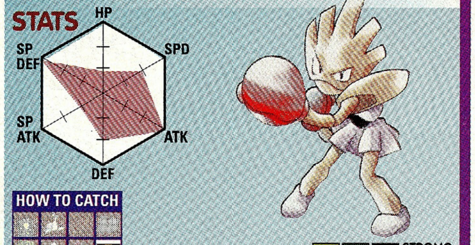
FL PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Double Kick	Fighting	30	100	30
☐	6	Meditate	Psychic	—	—	40
☐	11	Rolling Kick	Fighting	60	85	15
☐	16	Jump Kick	Fighting	70	95	25
☐	21	Focus Energy	Normal	—	—	30
☐	26	Hi Jump Kick	Fighting	85	90	20
☐	31	Mind Reader	Normal	—	100	5
☐	36	Foresight	Normal	—	100	40
☐	41	Endure	Normal	—	—	10
☐	46	Mega Kick	Normal	120	75	5
☐	51	Reversal	Fighting	—	100	15

#107 HITMONCHAN™ eB

FIGHTING



HOW TO CATCH

B DK R STRONG AGAINST

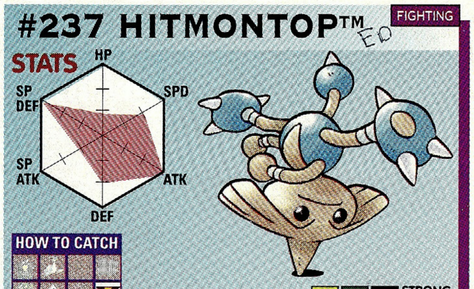
FL PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Comet Punch	Normal	18	85	15
☐	7	Agility	Psychic	—	—	30
☐	13	Pursuit	Dark	40	100	20
☐	26	Thunderpunch	Electric	75	100	15
☐	26	Ice Punch	Ice	75	100	15
☐	26	Fire Punch	Fire	75	100	15
☐	32	Mach Punch	Fighting	40	100	30
☐	38	Mega Punch	Normal	80	85	20
☐	44	Detect	Fighting	—	—	5
☐	50	Counter	Fighting	—	100	20

#237 HITMONTOP™ EO

FIGHTING



HOW TO CATCH

B DK R STRONG AGAINST

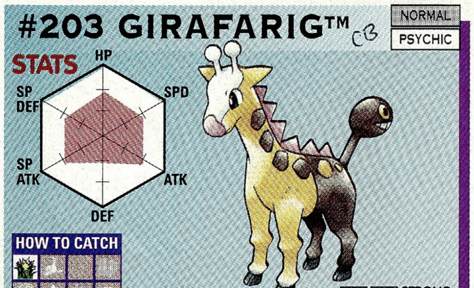
FL PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Rolling Kick	Fighting	60	85	15
☐	7	Focus Energy	Normal	—	—	30
☐	13	Pursuit	Dark	40	100	20
☐	19	Quick Attack	Normal	40	100	30
☐	25	Rapid Spin	Normal	20	100	40
☐	31	Counter	Fighting	—	100	20
☐	37	Agility	Psychic	—	—	30
☐	43	Detect	Fighting	—	—	5
☐	49	Triple Kick	Fighting	10	90	10

#203 GIRAFARIG™ CB

NORMAL
PSYCHIC



HOW TO CATCH

GH PS STRONG AGAINST

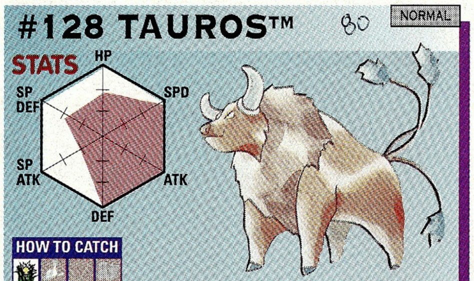
B DK WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	7	Confusion	Psychic	50	100	25
☐	13	Stomp	Normal	65	100	20
☐	20	Agility	Psychic	—	—	30
☐	30	Baton Pass	Normal	—	—	40
☐	41	Psybeam	Psychic	65	100	20
☐	54	Crunch	Dark	80	100	15

#128 TAUROS™ 80

NORMAL



HOW TO CATCH

GH STRONG AGAINST

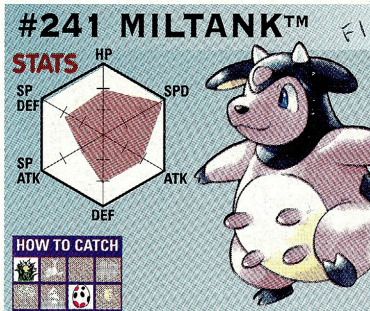
FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	8	Rage	Normal	20	100	20
☐	13	Horn Attack	Normal	65	100	25
☐	19	Scary Face	Normal	—	90	10
☐	26	Pursuit	Dark	40	100	20
☐	34	Rest	Psychic	—	—	10
☐	43	Thrash	Normal	90	100	20
☐	53	Take Down	Normal	90	85	20

#241 MILTANK™ FI

NORMAL



HOW TO CATCH

GH STRONG AGAINST

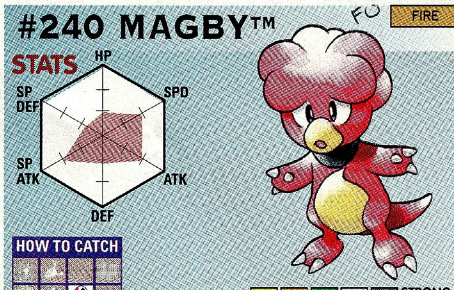
FT WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	8	Defense Curl	Normal	—	—	40
☐	13	Stomp	Normal	65	100	20
☐	19	Milk Drink	Normal	—	—	10
☐	26	Bide	Normal	—	100	10
☐	34	Rollout	Rock	30	90	20
☐	43	Body Slam	Normal	85	100	15
☐	53	Heal Bell	Normal	—	—	5

#240 MAGBY™ FO

FIRE



HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

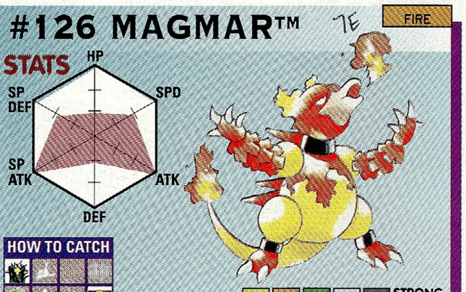
L30

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	7	Leer	Normal	—	100	30
☐	13	Smog	Poison	20	70	20
☐	19	Fire Punch	Fire	75	100	15
☐	25	Smokescreen	Normal	—	100	20
☐	31	Sunny Day	Fire	—	—	5
☐	37	Flamethrower	Fire	95	100	15
☐	43	Confuse Ray	Ghost	—	100	10
☐	49	Fire Blast	Fire	120	85	5

#126 MAGMAR™ 7E

FIRE



HOW TO CATCH

B FI GR I S STRONG AGAINST

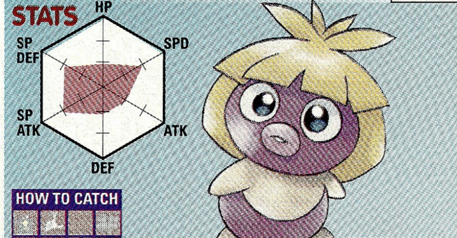
GD R W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Ember	Fire	40	100	25
☐	7	Leer	Normal	—	100	30
☐	13	Smog	Poison	20	70	20
☐	19	Fire Punch	Fire	75	100	15
☐	25	Smokescreen	Normal	—	100	20
☐	33	Sunny Day	Fire	—	—	5
☐	41	Flamethrower	Fire	95	100	15
☐	49	Confuse Ray	Ghost	—	100	10
☐	57	Fire Blast	Fire	120	85	5

#238 SMOOCHUM™ EE

ICE
PSYCHIC



HOW TO CATCH

I PS STRONG AGAINST

B DK FI GH R S WEAK AGAINST

TO #124: L30

CRYSTAL MOVES LIST

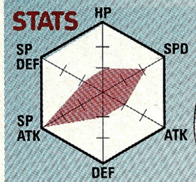
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Lick	Ghost	20	100	30
☐	9	Sweet Kiss	Normal	—	75	10
☐	13	Powder Snow	Ice	40	100	25
☐	21	Confusion	Psychic	50	100	25
☐	25	Sing	Normal	—	55	15
☐	33	Mean Look	Normal	—	100	5
☐	37	Psychic	Psychic	90	100	10
☐	45	Perish Song	Normal	—	—	5
☐	49	Blizzard	Ice	120	70	5

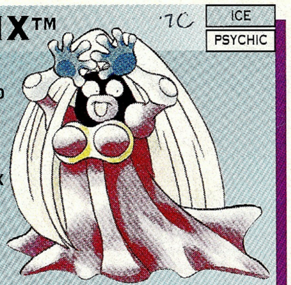
#124 JYNX™

7C

ICE
PSYCHIC

STATS





HOW TO CATCH

I PS STRONG AGAINST

B DK FI GH R S WEAK AGAINST

CRYSTAL MOVES LIST

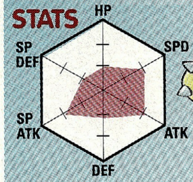
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	S	Lick	Ghost	20	100	30
☐	9	Lovely Kiss	Normal	—	75	10
☐	13	Powder Snow	Ice	40	100	25
☐	21	Doubleslap	Normal	15	85	10
☐	25	Ice Punch	Ice	75	100	15
☐	35	Mean Look	Normal	—	100	5
☐	41	Body Slam	Normal	85	100	15
☐	51	Perish Song	Normal	—	—	5
☐	57	Blizzard	Ice	120	70	5

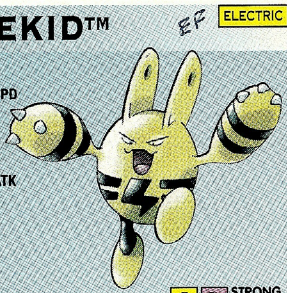
#239 ELEKID™

EF

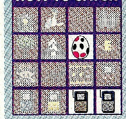
ELECTRIC

STATS





HOW TO CATCH



E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	9	Thunderpunch	Electric	75	100	15
☐	17	Light Screen	Psychic	—	—	30
☐	25	Swift	Normal	60	—	20
☐	33	Screech	Normal	—	85	40
☐	41	Thunderbolt	Electric	95	100	15
☐	49	Thunder	Electric	120	70	10

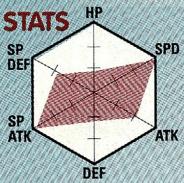
L30

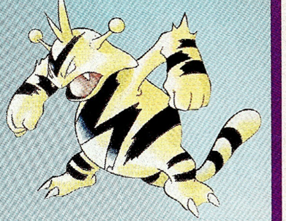
#125 ELECTABUZZ™

7D

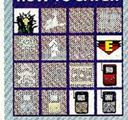
ELECTRIC

STATS





HOW TO CATCH



E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

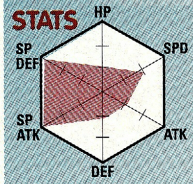
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Quick Attack	Normal	40	100	30
☐	S	Leer	Normal	—	100	30
☐	9	Thunderpunch	Electric	75	100	15
☐	17	Light Screen	Psychic	—	—	30
☐	25	Swift	Normal	60	—	20
☐	38	Screech	Normal	—	85	40
☐	47	Thunderbolt	Electric	95	100	15
☐	58	Thunder	Electric	120	70	10

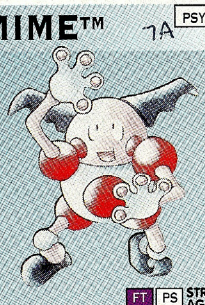
#122 MR. MIME™

7A

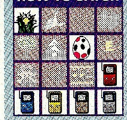
PSYCHIC

STATS





HOW TO CATCH



FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

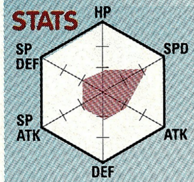
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Barrier	Psychic	—	—	30
☐	6	Confusion	Psychic	50	100	25
☐	11	Substitute	Normal	—	—	10
☐	16	Meditate	Psychic	—	—	40
☐	21	Doubleslap	Normal	15	85	10
☐	26	Light Screen	Psychic	—	—	30
☐	26	Reflect	Psychic	—	—	20
☐	31	Encore	Normal	—	100	5
☐	36	Psybeam	Psychic	65	100	20
☐	41	Baton Pass	Normal	—	—	40
☐	46	Safeguard	Normal	—	—	25

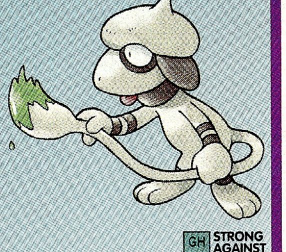
#235 SMEARGLE™

EB

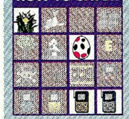
NORMAL

STATS





HOW TO CATCH



GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

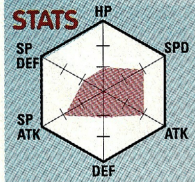
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sketch	Normal	—	—	1
☐	11	Sketch	Normal	—	—	1
☐	21	Sketch	Normal	—	—	1
☐	31	Sketch	Normal	—	—	1
☐	41	Sketch	Normal	—	—	1
☐	51	Sketch	Normal	—	—	1
☐	61	Sketch	Normal	—	—	1
☐	71	Sketch	Normal	—	—	1
☐	81	Sketch	Normal	—	—	1
☐	91	Sketch	Normal	—	—	1

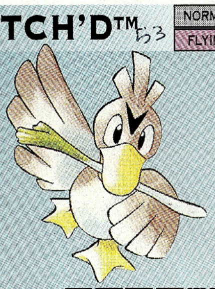
#83 FARFETCH'D™

53

NORMAL
FLYING

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

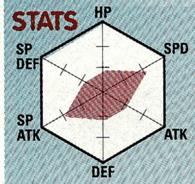
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	7	Sand-Attack	Ground	—	100	15
☐	13	Leer	Normal	—	100	30
☐	19	Fury Attack	Normal	15	85	20
☐	25	Swords Dance	Normal	—	—	30
☐	31	Agility	Psychic	—	—	30
☐	37	Slash	Normal	70	100	20
☐	44	False Swipe	Normal	40	100	40

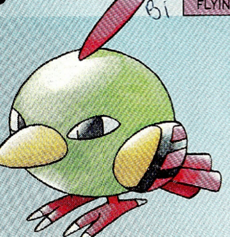
#177 NATU™

B1

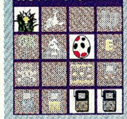
PSYCHIC
FLYING

STATS





HOW TO CATCH



E FT GD PS STRONG AGAINST

DK E GH I R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Leer	Normal	—	100	30
☐	10	Night Shade	Ghost	—	100	15
☐	20	Teleport	Psychic	—	—	20
☐	30	Future Sight	Psychic	80	90	15
☐	40	Confuse Ray	Ghost	—	100	10
☐	50	Psychic	Psychic	90	100	10

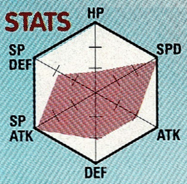
L25

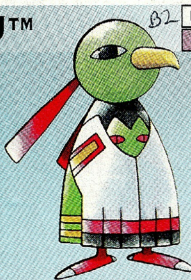
#178 XATU™

B2

PSYCHIC
FLYING

STATS





HOW TO CATCH

E FT GD PS STRONG AGAINST

DK E GH I R WEAK AGAINST

CRYSTAL MOVES LIST

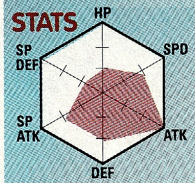
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Leer	Normal	—	100	30
☐	10	Night Shade	Ghost	—	100	15
☐	20	Teleport	Psychic	—	—	20
☐	35	Future Sight	Psychic	80	90	15
☐	50	Confuse Ray	Ghost	—	100	10
☐	65	Psychic	Psychic	90	100	10

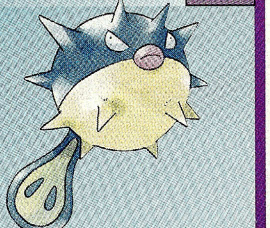
#211 QWILFISH™

D3

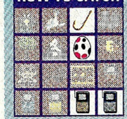
WATER
POISON

STATS





HOW TO CATCH



B FT FI I PO S W STRONG AGAINST

E GD PS WEAK AGAINST

CRYSTAL MOVES LIST

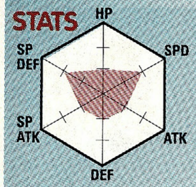
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Spikes	Ground	—	—	20
☐	S	Poison Sting	Poison	15	100	35
☐	10	Harden	Normal	—	—	30
☐	10	Minimize	Normal	—	—	20
☐	19	Water Gun	Water	40	100	25
☐	28	Pin Missile	Bug	14	85	20
☐	37	Take Down	Normal	90	85	20
☐	46	Hydro Pump	Water	120	80	5

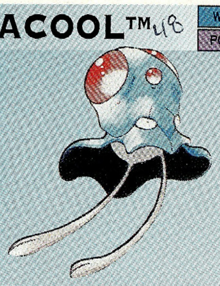
#72 TENTACOOL™

48

WATER
POISON

STATS





HOW TO CATCH

B FT FI I PO S W STRONG AGAINST

E GD PS WEAK AGAINST

L30

CRYSTAL MOVES LIST

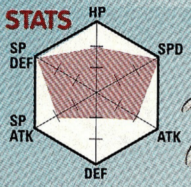
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	6	Supersonic	Normal	—	55	20
☐	12	Constrict	Normal	10	100	35
☐	19	Acid	Poison	40	100	30
☐	25	Bubblebeam	Water	65	100	20
☐	30	Wrap	Normal	15	85	20
☐	36	Barrier	Psychic	—	—	30
☐	43	Screech	Normal	—	85	40
☐	49	Hydro Pump	Water	120	80	5

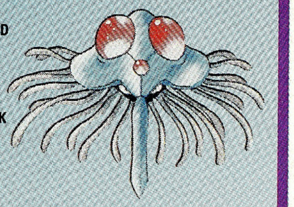
#73 TENTACRUEL™

49

WATER
POISON

STATS





HOW TO CATCH

B FT FI I PO S W STRONG AGAINST

E GD PS WEAK AGAINST

CRYSTAL MOVES LIST

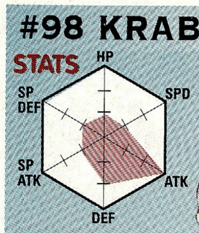
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	6	Supersonic	Normal	—	55	20
☐	12	Constrict	Normal	10	100	35
☐	19	Acid	Poison	40	100	30
☐	25	Bubblebeam	Water	65	100	20
☐	30	Wrap	Normal	15	85	20
☐	38	Barrier	Psychic	—	—	30
☐	47	Screech	Normal	—	85	40
☐	55	Hydro Pump	Water	120	80	5

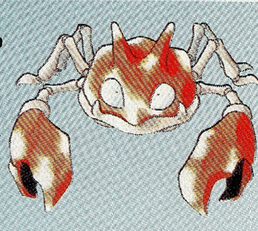
#98 KRABBY™

62

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

TO #99: L28

CRYSTAL MOVES LIST

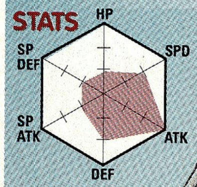
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	5	Leer	Normal	—	100	30
☐	12	Vicegrip	Normal	55	100	30
☐	16	Harden	Normal	—	—	30
☐	23	Stomp	Normal	65	100	20
☐	27	Guillotine	Normal	—	30	5
☐	34	Protect	Normal	—	—	10
☐	41	Crabhammer	Water	90	85	10

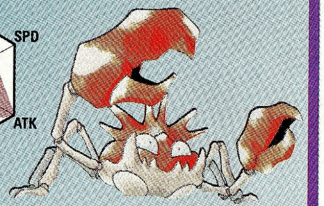
#99 KINGLER™

63

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

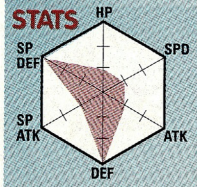
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	5	Leer	Normal	—	100	30
☐	12	Vicegrip	Normal	55	100	30
☐	16	Harden	Normal	—	—	30
☐	23	Stomp	Normal	65	100	20
☐	27	Guillotine	Normal	—	30	5
☐	38	Protect	Normal	—	—	10
☐	49	Crabhammer	Water	90	85	10

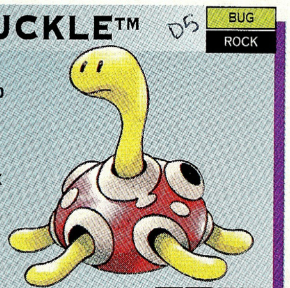
#213 SHUCKLE™

D5

BUG
ROCK

STATS





HOW TO CATCH

N PO STRONG AGAINST

R S W WEAK AGAINST

CRYSTAL MOVES LIST

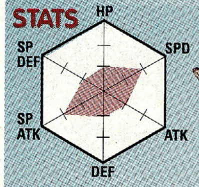
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	S	Withdraw	Water	—	—	40
☐	9	Wrap	Normal	15	85	20
☐	14	Encore	Normal	—	100	5
☐	23	Safeguard	Normal	—	—	25
☐	28	Bide	Normal	—	100	10
☐	37	Rest	Psychic	—	—	10

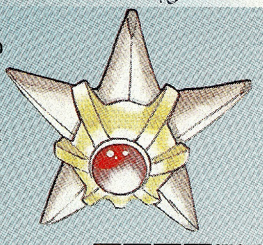
#120 STARYU™

78

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

TO #121: WATER STONE

CRYSTAL MOVES LIST

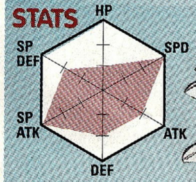
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	2	Harden	Normal	—	—	30
☐	7	Water Gun	Water	40	100	25
☐	13	Rapid Spin	Normal	20	100	40
☐	19	Recover	Normal	—	—	20
☐	25	Swift	Normal	60	—	20
☐	31	Bubblebeam	Water	65	100	20
☐	37	Minimize	Normal	—	—	20
☐	43	Light Screen	Psychic	—	—	30
☐	50	Hydro Pump	Water	120	80	5

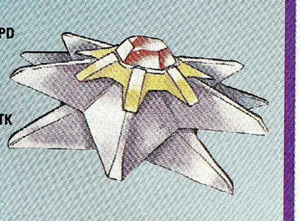
#121 STARMIE™

79

WATER
PSYCHIC

STATS





HOW TO CATCH

FT FI I PS S W STRONG AGAINST

B DK E GH GR WEAK AGAINST

CRYSTAL MOVES LIST

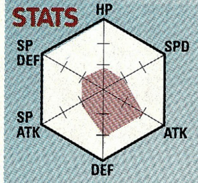
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Rapid Spin	Normal	20	100	40
☐	S	Recover	Normal	—	—	20
☐	S	Bubblebeam	Water	65	100	20
☐	37	Confuse Ray	Ghost	—	100	10

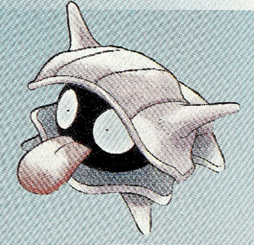
#90 SHELLDER™

54

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

WATER STONE

CRYSTAL MOVES LIST

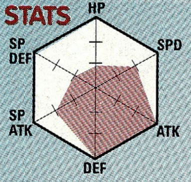
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Withdraw	Water	—	—	40
☐	9	Supersonic	Normal	—	55	20
☐	17	Aurora Beam	Ice	65	100	20
☐	25	Protect	Normal	—	—	10
☐	33	Leer	Normal	—	100	30
☐	41	Clamp	Water	35	75	10
☐	49	Ice Beam	Ice	95	100	10

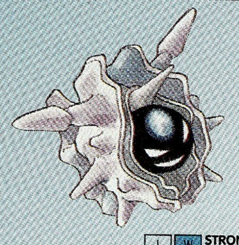
#91 CLOYSTER™

5B

WATER
ICE

STATS





HOW TO CATCH

I W STRONG AGAINST

E FT GR R WEAK AGAINST

CRYSTAL MOVES LIST

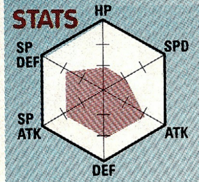
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Withdraw	Water	—	—	40
☐	S	Supersonic	Normal	—	55	20
☐	S	Aurora Beam	Ice	65	100	20
☐	S	Protect	Normal	—	—	10
☐	33	Spikes	Ground	—	—	20
☐	41	Spike Cannon	Normal	20	100	15

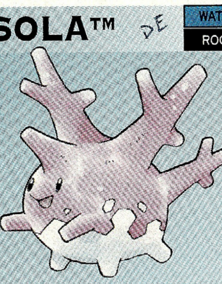
#222 CORSOLA™

DE

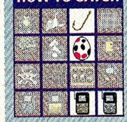
WATER
ROCK

STATS





HOW TO CATCH



FI FL I N PO STRONG AGAINST

E FT GR GD WEAK AGAINST

CRYSTAL MOVES LIST

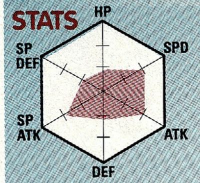
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	7	Harden	Normal	—	—	30
☐	13	Bubble	Water	20	100	30
☐	19	Recover	Normal	—	—	20
☐	25	Bubblebeam	Water	65	100	20
☐	31	Spike Cannon	Normal	20	100	15
☐	37	Mirror Coat	Psychic	—	100	20
☐	43	Ancient Power	Rock	60	100	5

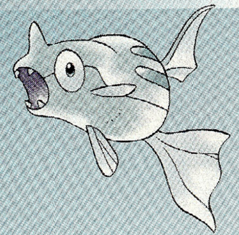
#223 REMORAID™

DF

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	11	Lock-on	Normal	—	100	5
☐	22	Psybeam	Psychic	65	100	20
☐	22	Aurora Beam	Ice	65	100	20
☐	22	Bubblebeam	Water	65	100	20
☐	33	Focus Energy	Normal	—	—	30
☐	44	Ice Beam	Ice	95	100	10
☐	55	Hyper Beam	Normal	150	90	5

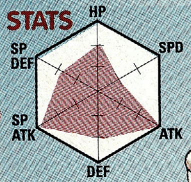
L25

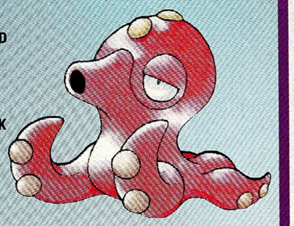
#224 OCTILLERY™

EO

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

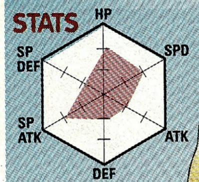
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	11	Constrict	Normal	10	100	35
☐	22	Psybeam	Psychic	65	100	20
☐	22	Aurora Beam	Ice	65	100	20
☐	22	Bubblebeam	Water	65	100	20
☐	25	Octazooka	Water	65	85	10
☐	38	Focus Energy	Normal	—	—	30
☐	54	Ice Beam	Ice	95	100	10
☐	70	Hyper Beam	Normal	150	90	5

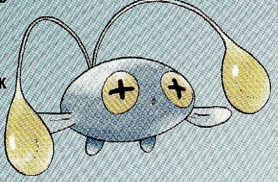
#170 CHINCHOU™

AA

WATER
ELECTRIC

STATS





HOW TO CATCH

FI FL I S W STRONG AGAINST

GR GD WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	S	Thunder Wave	Electric	—	100	20
☐	5	Supersonic	Normal	—	55	20
☐	13	Flail	Normal	—	100	15
☐	17	Water Gun	Water	40	100	25
☐	25	Spark	Electric	65	100	20
☐	29	Confuse Ray	Ghost	—	100	10
☐	37	Take Down	Normal	90	85	20
☐	41	Hydro Pump	Water	120	80	5

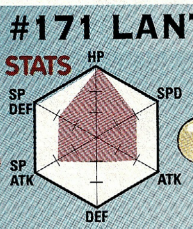
L27

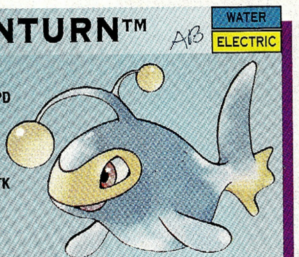
#171 LANTURN™

AB

WATER
ELECTRIC

STATS





HOW TO CATCH

FI FL I S W STRONG AGAINST

GR GD WEAK AGAINST

CRYSTAL MOVES LIST

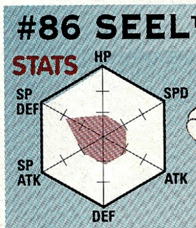
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	S	Thunder Wave	Electric	—	100	20
☐	5	Supersonic	Normal	—	55	20
☐	13	Flail	Normal	—	100	15
☐	17	Water Gun	Water	40	100	25
☐	25	Spark	Electric	65	100	20
☐	33	Confuse Ray	Ghost	—	100	10
☐	45	Take Down	Normal	90	85	20
☐	53	Hydro Pump	Water	120	80	5

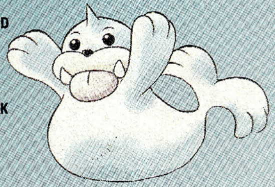
#86 SEEL™

56

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	5	Growl	Normal	—	100	40
☐	16	Aurora Beam	Ice	65	100	20
☐	21	Rest	Psychic	—	—	10
☐	32	Take Down	Normal	90	85	20
☐	37	Ice Beam	Ice	95	100	10
☐	48	Safeguard	Normal	—	—	25

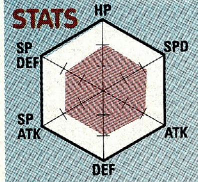
TO #87: L34

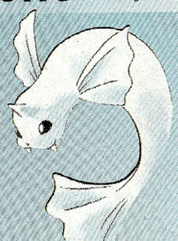
#87 DEWGONG™

57

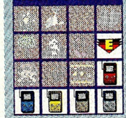
WATER
ICE

STATS





HOW TO CATCH



I W STRONG AGAINST

E FT GR R WEAK AGAINST

CRYSTAL MOVES LIST

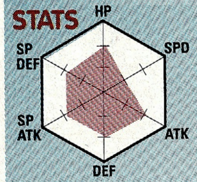
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Headbutt	Normal	70	100	15
☐	5	Growl	Normal	—	100	40
☐	16	Aurora Beam	Ice	65	100	20
☐	21	Rest	Psychic	—	—	10
☐	32	Take Down	Normal	90	85	20
☐	43	Ice Beam	Ice	95	100	10
☐	60	Safeguard	Normal	—	—	25

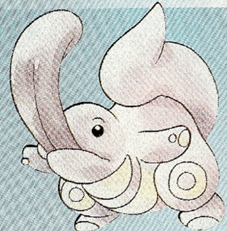
#108 LICKITUNG™

lec

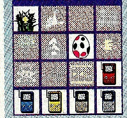
NORMAL

STATS





HOW TO CATCH



GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

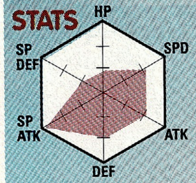
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Lick	Ghost	20	100	30
☐	7	Supersonic	Normal	—	55	20
☐	13	Defense Curl	Normal	—	—	40
☐	19	Stomp	Normal	65	100	20
☐	25	Wrap	Normal	15	85	20
☐	31	Disable	Normal	—	55	20
☐	37	Slam	Normal	80	75	20
☐	43	Screech	Normal	—	85	40

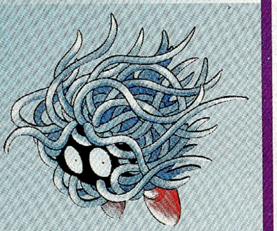
#114 TANGELA™

72

GRASS

STATS





HOW TO CATCH

E GR GD W STRONG AGAINST

B FI FL I PO WEAK AGAINST

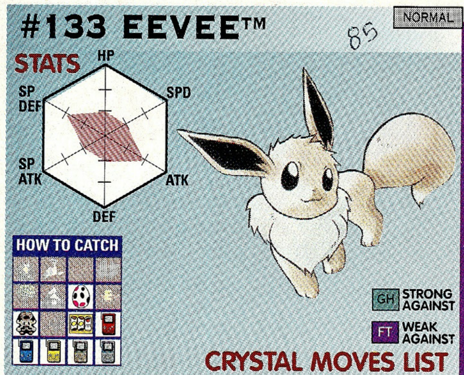
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	4	Sleep Powder	Grass	—	75	15
☐	10	Absorb	Grass	20	100	20
☐	13	Poisonpowder	Poison	—	75	35
☐	19	Vine Whip	Grass	35	100	10
☐	25	Bind	Normal	15	75	20
☐	31	Mega Drain	Grass	40	100	10
☐	34	Stun Spore	Grass	—	75	30
☐	40	Slam	Normal	80	75	20
☐	46	Growth	Normal	—	—	40

#133 EEVEE™

85

NORMAL


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

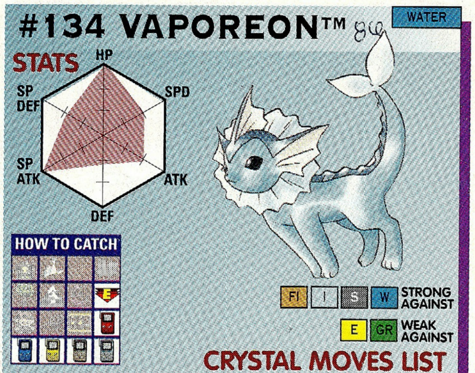
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Growl	Normal	—	100	40
☐	23	Quick Attack	Normal	40	100	30
☐	30	Bite	Dark	60	100	25
☐	36	Baton Pass	Normal	—	—	40
☐	42	Take Down	Normal	90	85	20

To #134: Water Stone; To # 135: Thunderstone; To #136: Fire Stone; To #196: Taming (Day or Morn); To #197: Taming (Nite)

#134 VAPOREON™

86

WATER


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

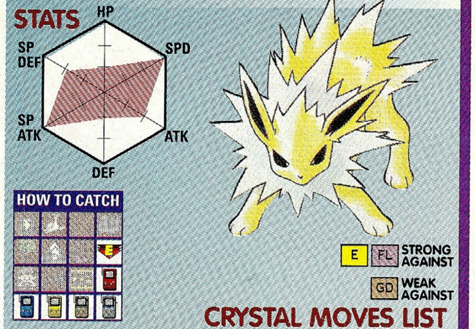
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Water Gun	Water	40	100	25
☐	23	Quick Attack	Normal	40	100	30
☐	30	Bite	Dark	60	100	25
☐	36	Aurora Beam	Ice	65	100	20
☐	42	Haze	Ice	—	—	30
☐	47	Acid Armor	Poison	—	—	40
☐	52	Hydro Pump	Water	120	80	5

#135 JOLTEON™

87

ELECTRIC


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

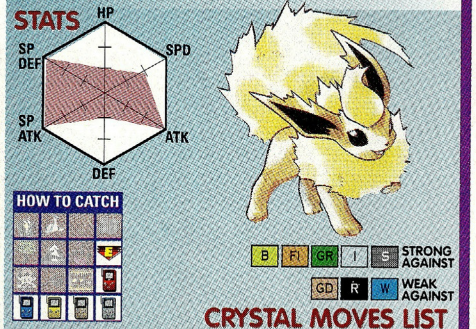
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Thundershock	Electric	40	100	30
☐	23	Quick Attack	Normal	40	100	30
☐	30	Double Kick	Fighting	30	100	30
☐	36	Pin Missile	Bug	14	85	20
☐	42	Thunder Wave	Electric	—	100	20
☐	47	Agility	Psychic	—	—	30
☐	52	Thunder	Electric	120	70	10

#136 FLAREON™

88

FIRE


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

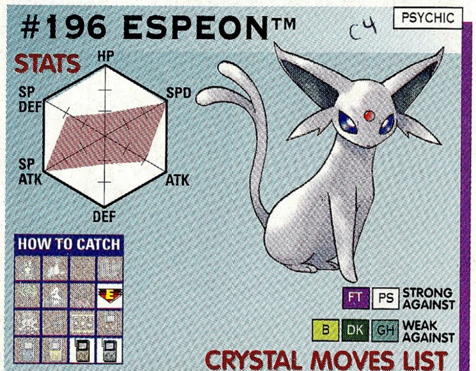
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Ember	Fire	40	100	25
☐	23	Quick Attack	Normal	40	100	30
☐	30	Bite	Dark	60	100	25
☐	36	Fire Spin	Fire	15	70	15
☐	42	Smog	Poison	20	70	20
☐	47	Leer	Normal	—	100	30
☐	52	Flamethrower	Fire	95	100	15

#196 ESPEON™

C4

PSYCHIC


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

FT PS STRONG AGAINST

B DK GH WEAK AGAINST

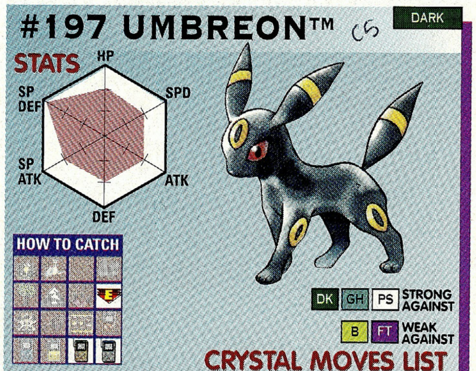
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Confusion	Psychic	50	100	25
☐	23	Quick Attack	Normal	40	100	30
☐	30	Swift	Normal	60	—	20
☐	36	Psybeam	Psychic	65	100	20
☐	42	Psych Up	Normal	—	—	10
☐	47	Psychic	Psychic	90	100	10
☐	52	Morning Sun	Normal	—	—	5

#197 UMBREON™

C5

DARK


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

DK GH PS STRONG AGAINST

B FT WEAK AGAINST

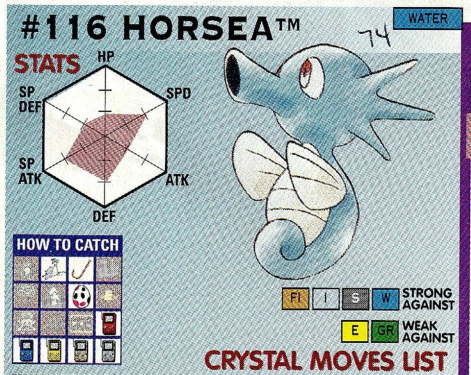
CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Tail Whip	Normal	—	100	30
☐	8	Sand-Attack	Ground	—	100	15
☐	16	Pursuit	Dark	40	100	20
☐	23	Quick Attack	Normal	40	100	30
☐	30	Confuse Ray	Ghost	—	100	10
☐	36	Faint Attack	Dark	60	—	20
☐	42	Mean Look	Normal	—	100	5
☐	47	Screech	Normal	—	85	40
☐	52	Moonlight	Normal	—	—	5

#116 HORSEA™

74

WATER


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

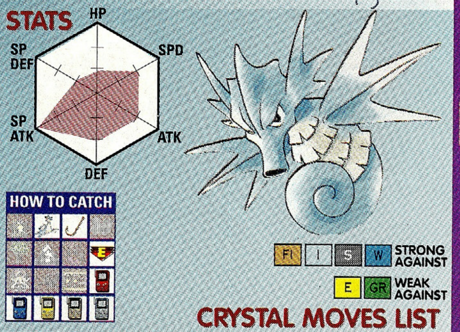
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	8	Smokescreen	Normal	—	100	20
☐	15	Leer	Normal	—	100	30
☐	22	Water Gun	Water	40	100	25
☐	29	Twister	Dragon	40	100	20
☐	36	Agility	Psychic	—	—	30
☐	43	Hydro Pump	Water	120	80	5

L32

#117 SEADRA™

75

WATER


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	8	Smokescreen	Normal	—	100	20
☐	15	Leer	Normal	—	100	30
☐	22	Water Gun	Water	40	100	25
☐	29	Twister	Dragon	40	100	20
☐	40	Agility	Psychic	—	—	30
☐	51	Hydro Pump	Water	120	80	5

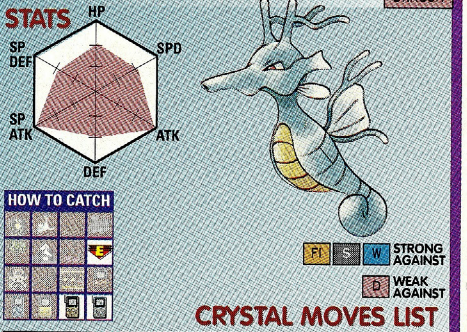
TRADE W/ DRAGON SCALE

#230 KINGDRA™

E6

WATER

DRAGON


STATS
HP
SPD
ATK
DEF
SP ATK
SP DEF
HOW TO CATCH

FI S W STRONG AGAINST

D WEAK AGAINST

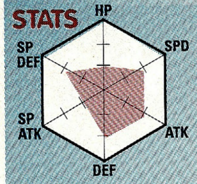
CRYSTAL MOVES LIST

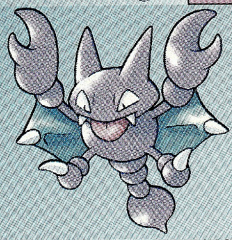
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bubble	Water	20	100	30
☐	8	Smokescreen	Normal	—	100	20
☐	15	Leer	Normal	—	100	30
☐	22	Water Gun	Water	40	100	25
☐	29	Twister	Dragon	40	100	20
☐	40	Agility	Psychic	—	—	30
☐	51	Hydro Pump	Water	120	80	5

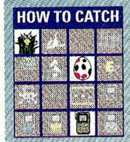
#207 GLIGAR™

CF

GROUND
FLYING







B E FT GD PO STRONG AGAINST

I W WEAK AGAINST

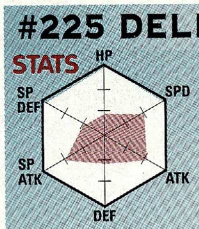
CRYSTAL MOVES LIST

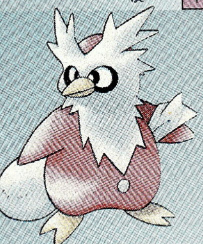
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Poison Sting	Poison	15	100	35
☐	6	Sand-Attack	Ground	—	100	15
☐	13	Harden	Normal	—	—	30
☐	20	Quick Attack	Normal	40	100	30
☐	28	Faint Attack	Dark	60	—	20
☐	36	Slash	Normal	70	100	20
☐	44	Screech	Normal	—	85	40
☐	52	Guillotine	Normal	—	30	5

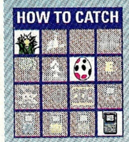
#225 DELIBIRD™

E1

ICE
FLYING







B GR GD STRONG AGAINST

E FI R S WEAK AGAINST

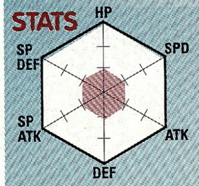
CRYSTAL MOVES LIST

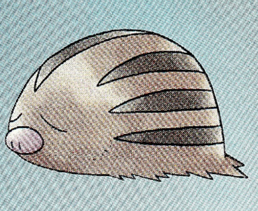
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Present	Normal	—	90	15

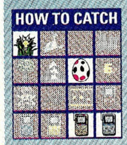
#220 SWINUB™

DC

ICE
GROUND







E PO STRONG AGAINST

FT FI GR S W WEAK AGAINST

TO #221: L33

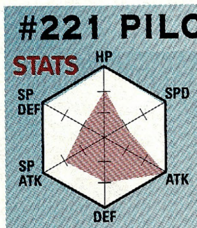
CRYSTAL MOVES LIST

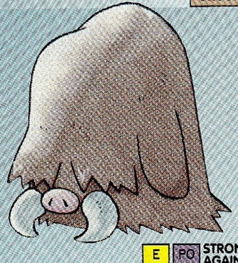
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	10	Powder Snow	Ice	40	100	25
☐	19	Endure	Normal	—	—	10
☐	28	Take Down	Normal	90	85	20
☐	37	Mist	Ice	—	—	30
☐	46	Blizzard	Ice	120	70	5
☐	55	Amnesia	Psychic	—	—	20

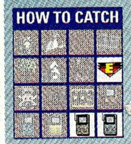
#221 PILOSWINE™

DD

ICE
GROUND







E PO STRONG AGAINST

FT FI GR S W WEAK AGAINST

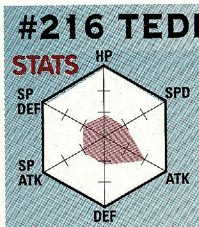
CRYSTAL MOVES LIST

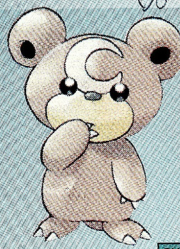
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	10	Powder Snow	Ice	40	100	25
☐	19	Endure	Normal	—	—	10
☐	28	Take Down	Normal	90	85	20
☐	33	Fury Attack	Normal	15	85	20
☐	42	Mist	Ice	—	—	30
☐	56	Blizzard	Ice	120	70	5
☐	70	Amnesia	Psychic	—	—	20

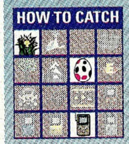
#216 TEDDIURSA™

D8

NORMAL







GH STRONG AGAINST

FT WEAK AGAINST

L30

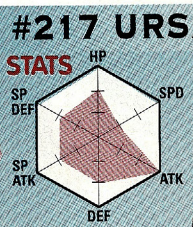
CRYSTAL MOVES LIST

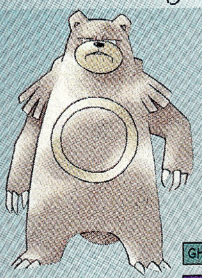
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	8	Lick	Ghost	20	100	30
☐	15	Fury Swipes	Normal	18	80	15
☐	22	Faint Attack	Dark	60	—	20
☐	29	Rest	Psychic	—	—	10
☐	36	Slash	Normal	70	100	20
☐	43	Snore	Normal	40	100	15
☐	50	Thrash	Normal	90	100	20

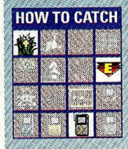
#217 URSARING™

D9

NORMAL







GH STRONG AGAINST

FT WEAK AGAINST

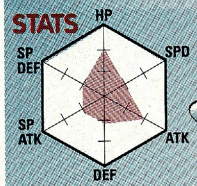
CRYSTAL MOVES LIST

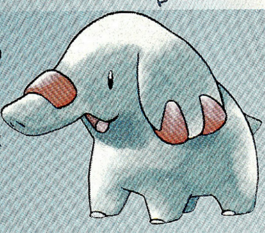
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	8	Lick	Ghost	20	100	30
☐	15	Fury Swipes	Normal	18	80	15
☐	22	Faint Attack	Dark	60	—	20
☐	29	Rest	Psychic	—	—	10
☐	39	Slash	Normal	70	100	20
☐	49	Snore	Normal	40	100	15
☐	59	Thrash	Normal	90	100	20

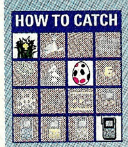
#231 PHANPY™

E7

GROUND







E PO R STRONG AGAINST

GR I W WEAK AGAINST

L25

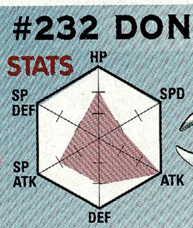
CRYSTAL MOVES LIST

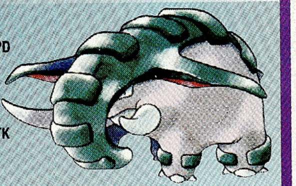
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Growl	Normal	—	100	40
☐	9	Defense Curl	Normal	—	—	40
☐	17	Flail	Normal	—	100	15
☐	25	Take Down	Normal	90	85	20
☐	33	Rollout	Rock	30	90	20
☐	41	Endure	Normal	—	—	10
☐	49	Double-Edge	Normal	120	100	15

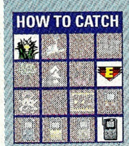
#232 DONPHAN™

E8

GROUND







E PO R STRONG AGAINST

GR I W WEAK AGAINST

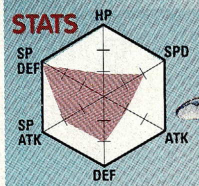
CRYSTAL MOVES LIST

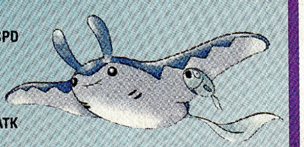
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	S	Growl	Normal	—	100	40
☐	9	Defense Curl	Normal	—	—	40
☐	17	Flail	Normal	—	100	15
☐	25	Fury Attack	Normal	15	85	20
☐	33	Rollout	Rock	30	90	20
☐	41	Rapid Spin	Normal	20	100	40
☐	49	Earthquake	Ground	100	100	10

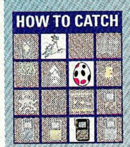
#226 MANTINE™

E2

WATER
FLYING







B FT FI GD S W STRONG AGAINST

E R WEAK AGAINST

CRYSTAL MOVES LIST

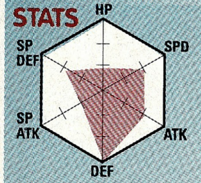
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	S	Bubble	Water	20	100	30
☐	10	Supersonic	Normal	—	55	20
☐	18	Bubblebeam	Water	65	100	20
☐	25	Take Down	Normal	90	85	20
☐	32	Agility	Psychic	—	—	30
☐	40	Wing Attack	Flying	60	100	35
☐	49	Confuse Ray	Ghost	—	100	10

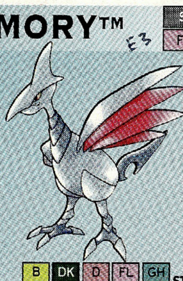
#227 SKARMORY™

STEEL
FLYING

E3

STATS





HOW TO CATCH

B DK D FL GH
GR GD N PO PS S STRONG AGAINST

FI WEAK AGAINST

CRYSTAL MOVES LIST

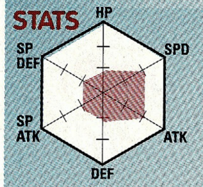
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Peck	Flying	35	100	35
☐	13	Sand-Attack	Ground	—	100	15
☐	19	Swift	Normal	60	—	20
☐	25	Agility	Psychic	—	—	30
☐	37	Fury Attack	Normal	15	85	20
☐	49	Steel Wing	Steel	70	90	25

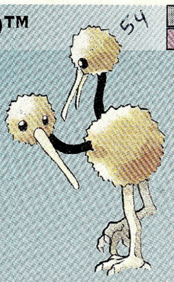
#84 DODUO™

NORMAL
FLYING

54

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Pursuit	Dark	40	100	20
☐	13	Fury Attack	Normal	15	85	20
☐	21	Tri Attack	Normal	80	100	10
☐	25	Rage	Normal	20	100	20
☐	33	Drill Peck	Flying	80	100	20
☐	37	Agility	Psychic	—	—	30

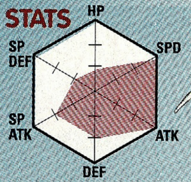
L31

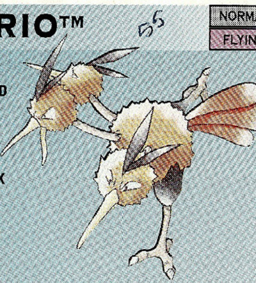
#85 DODRIO™

NORMAL
FLYING

55

STATS





HOW TO CATCH

B GH GR GD STRONG AGAINST

E I R WEAK AGAINST

CRYSTAL MOVES LIST

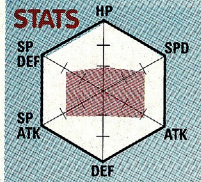
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Growl	Normal	—	100	40
☐	9	Pursuit	Dark	40	100	20
☐	13	Fury Attack	Normal	15	85	20
☐	21	Tri Attack	Normal	80	100	10
☐	25	Rage	Normal	20	100	20
☐	38	Drill Peck	Flying	80	100	20
☐	47	Agility	Psychic	—	—	30

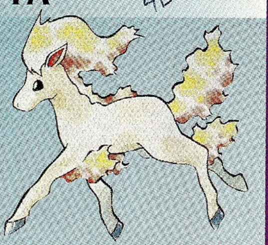
#77 PONYTA™

FIRE

4D

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	8	Tail Whip	Normal	—	100	30
☐	13	Ember	Fire	40	100	25
☐	19	Stomp	Normal	65	100	20
☐	26	Fire Spin	Fire	15	70	15
☐	34	Take Down	Normal	90	85	20
☐	43	Agility	Psychic	—	—	30
☐	53	Fire Blast	Fire	120	85	5

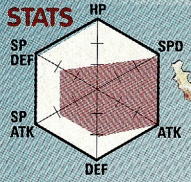
L40

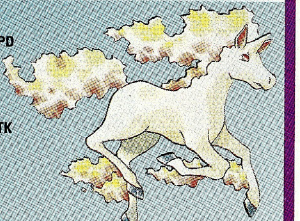
#78 RAPIDASH™

FIRE

4E

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

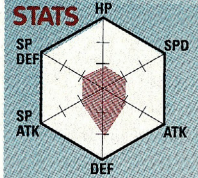
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	8	Tail Whip	Normal	—	100	30
☐	13	Ember	Fire	40	100	25
☐	19	Stomp	Normal	65	100	20
☐	26	Fire Spin	Fire	15	70	15
☐	34	Take Down	Normal	90	85	20
☐	40	Fury Attack	Normal	15	85	20
☐	47	Agility	Psychic	—	—	30
☐	61	Fire Blast	Fire	120	85	5

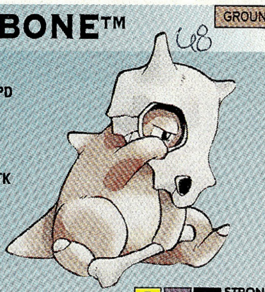
#104 CUBONE™

GROUND

68

STATS





HOW TO CATCH

E PO R STRONG AGAINST

GR I W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	5	Tail Whip	Normal	—	100	30
☐	9	Bone Club	Ground	65	85	20
☐	13	Headbutt	Normal	70	100	15
☐	17	Leer	Normal	—	100	30
☐	21	Focus Energy	Normal	—	—	30
☐	25	Bonemerang	Ground	50	90	10
☐	29	Rage	Normal	20	100	20
☐	33	False Swipe	Normal	40	100	40
☐	37	Thrash	Normal	90	100	20
☐	41	Bone Rush	Ground	25	80	10

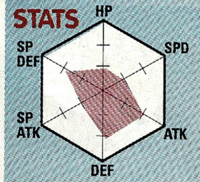
TO #105: L28

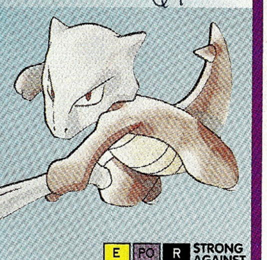
#105 MAROWAK™

GROUND

69

STATS





HOW TO CATCH

E PO R STRONG AGAINST

GR I W WEAK AGAINST

CRYSTAL MOVES LIST

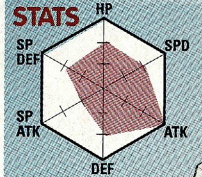
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	5	Tail Whip	Normal	—	100	30
☐	9	Bone Club	Ground	65	85	20
☐	13	Headbutt	Normal	70	100	15
☐	17	Leer	Normal	—	100	30
☐	21	Focus Energy	Normal	—	—	30
☐	25	Bonemerang	Ground	50	90	10
☐	32	Rage	Normal	20	100	20
☐	39	False Swipe	Normal	40	100	40
☐	46	Thrash	Normal	90	100	20
☐	53	Bone Rush	Ground	25	80	10

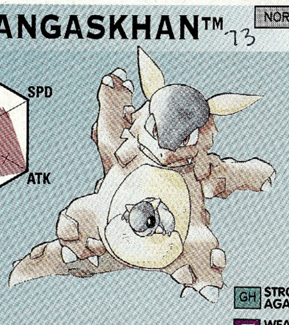
#115 KANGASKHAN™

NORMAL

73

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

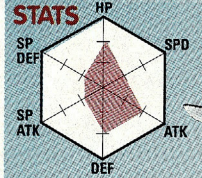
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Comet Punch	Normal	18	85	15
☐	7	Leer	Normal	—	100	30
☐	13	Bite	Dark	60	100	25
☐	19	Tail Whip	Normal	—	100	30
☐	25	Mega Punch	Normal	80	85	20
☐	31	Rage	Normal	20	100	20
☐	37	Endure	Normal	—	—	10
☐	43	Dizzy Punch	Normal	70	100	10
☐	49	Reversal	Fighting	—	100	15

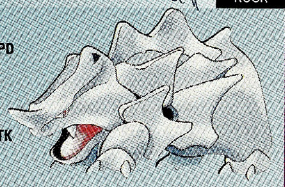
#111 RHYHORN™

GROUND
ROCK

4F

STATS





HOW TO CATCH

E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

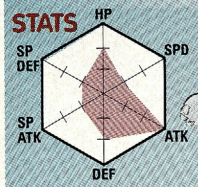
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	13	Stomp	Normal	65	100	20
☐	19	Fury Attack	Normal	15	85	20
☐	31	Scary Face	Normal	—	90	10
☐	37	Horn Drill	Normal	—	30	5
☐	49	Take Down	Normal	90	85	20
☐	55	Earthquake	Ground	100	100	10

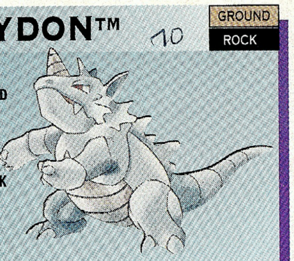
L42

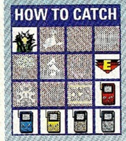
#112 RHYDON™ 70

GROUND
ROCK

STATS







E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

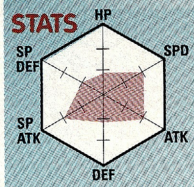
CRYSTAL MOVES LIST

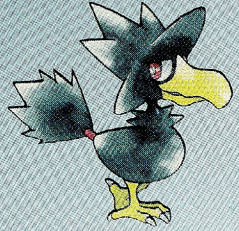
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Horn Attack	Normal	65	100	25
☐	S	Tail Whip	Normal	—	100	30
☐	13	Stomp	Normal	65	100	20
☐	19	Fury Attack	Normal	15	85	20
☐	31	Scary Face	Normal	—	90	10
☐	37	Horn Drill	Normal	—	30	5
☐	54	Take Down	Normal	90	85	20
☐	65	Earthquake	Ground	100	100	10

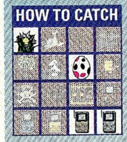
#198 MURKROW™ C6

DARK
FLYING

STATS







DK GH GR GD PS STRONG AGAINST

E I R WEAK AGAINST

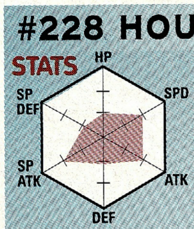
CRYSTAL MOVES LIST

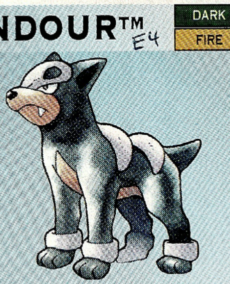
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	11	Pursuit	Dark	40	100	20
☐	16	Haze	Ice	—	—	30
☐	26	Night Shade	Ghost	—	100	15
☐	31	Faint Attack	Dark	60	—	20
☐	41	Mean Look	Normal	—	100	5

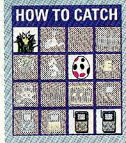
#228 HOUNDOUR™ E4

DARK
FIRE

STATS







DK FI GH GR I PS S STRONG AGAINST

FT GD R W WEAK AGAINST

CRYSTAL MOVES LIST

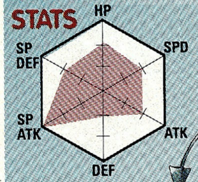
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Ember	Fire	40	100	25
☐	7	Roar	Normal	—	100	20
☐	13	Smog	Poison	20	70	20
☐	20	Bite	Dark	60	100	25
☐	27	Faint Attack	Dark	60	—	20
☐	35	Flamethrower	Fire	95	100	15
☐	43	Crunch	Dark	80	100	15

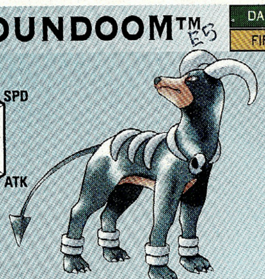
TO #229: L24

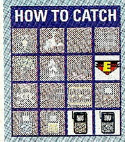
#229 HOUNDOOM™ E5

DARK
FIRE

STATS







DK FI GH GR I PS S STRONG AGAINST

FT GD R W WEAK AGAINST

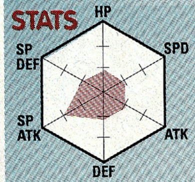
CRYSTAL MOVES LIST

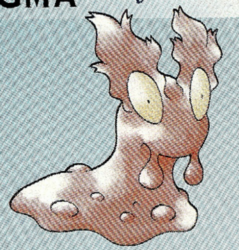
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leer	Normal	—	100	30
☐	S	Ember	Fire	40	100	25
☐	7	Roar	Normal	—	100	20
☐	13	Smog	Poison	20	70	20
☐	20	Bite	Dark	60	100	25
☐	30	Faint Attack	Dark	60	—	20
☐	41	Flamethrower	Fire	95	100	15
☐	52	Crunch	Dark	80	100	15

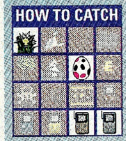
#218 SLUGMA™ D4

FIRE

STATS







B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

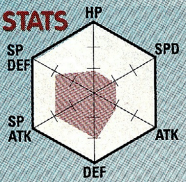
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Smog	Poison	20	70	20
☐	8	Ember	Fire	40	100	25
☐	15	Rock Throw	Rock	50	90	15
☐	22	Harden	Normal	—	—	30
☐	29	Amnesia	Psychic	—	—	20
☐	36	Flamethrower	Fire	95	100	15
☐	43	Rock Slide	Rock	75	90	10
☐	50	Body Slam	Normal	85	100	15

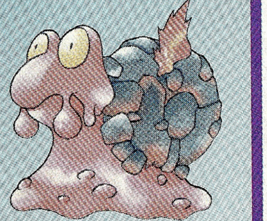
L38

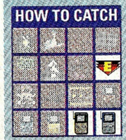
#219 MAGCARGO™ D8

FIRE
ROCK

STATS







B FI FL I N PO STRONG AGAINST

FT GD R W WEAK AGAINST

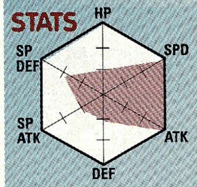
CRYSTAL MOVES LIST

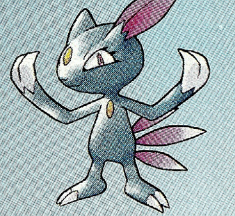
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Smog	Poison	20	70	20
☐	8	Ember	Fire	40	100	25
☐	15	Rock Throw	Rock	50	90	15
☐	22	Harden	Normal	—	—	30
☐	29	Amnesia	Psychic	—	—	20
☐	36	Flamethrower	Fire	95	100	15
☐	48	Rock Slide	Rock	75	90	10
☐	60	Body Slam	Normal	85	100	15

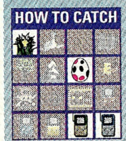
#215 SNEASEL™ D7

DARK
ICE

STATS







DK GH GR I PS STRONG AGAINST

B FI FT R S WEAK AGAINST

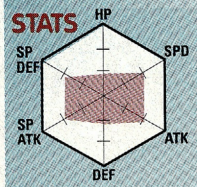
CRYSTAL MOVES LIST

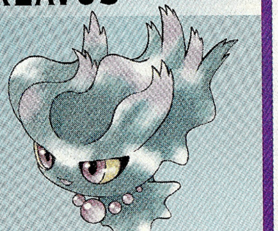
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Leer	Normal	—	100	30
☐	9	Quick Attack	Normal	40	100	30
☐	17	Screech	Normal	—	85	40
☐	25	Faint Attack	Dark	60	—	20
☐	33	Fury Swipes	Normal	18	80	15
☐	41	Agility	Psychic	—	—	30
☐	49	Slash	Normal	70	100	20
☐	57	Beat Up	Dark	10	100	10
☐	65	Metal Claw	Steel	50	95	35

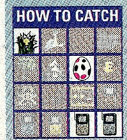
#200 MISDREAVUS™ C8

GHOST

STATS







B FT N PO STRONG AGAINST

DK GH WEAK AGAINST

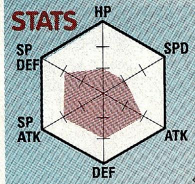
CRYSTAL MOVES LIST

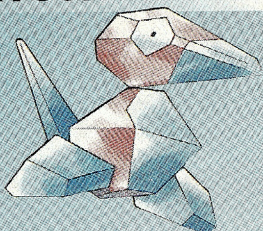
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Growl	Normal	—	100	40
☐	S	Psywave	Psychic	—	80	15
☐	6	Spite	Ghost	—	100	10
☐	12	Confuse Ray	Ghost	—	100	10
☐	19	Mean Look	Normal	—	100	5
☐	27	Psybeam	Psychic	65	100	20
☐	36	Pain Split	Normal	—	100	20
☐	46	Perish Song	Normal	—	—	5

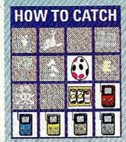
#137 PORYGON™ B9

NORMAL

STATS







GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

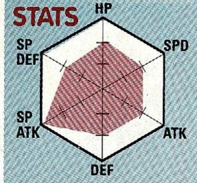
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Conversion 2	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	S	Conversion	Normal	—	—	30
☐	9	Agility	Psychic	—	—	30
☐	12	Psybeam	Psychic	65	100	20
☐	20	Recover	Normal	—	—	20
☐	24	Sharpen	Normal	—	—	30
☐	32	Lock-on	Normal	—	100	5
☐	36	Tri Attack	Normal	80	100	10
☐	44	Zap Cannon	Electric	100	50	5

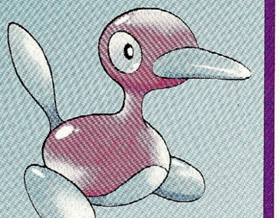
TO #233: TRADE W/ UP-GRADE

#233 PORYGON2™ E9

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

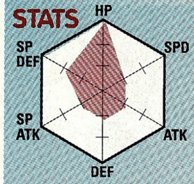
CRYSTAL MOVES LIST

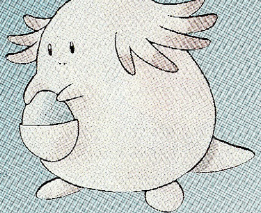
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Conversion 2	Normal	—	100	30
☐	S	Tackle	Normal	35	95	35
☐	S	Conversion	Normal	—	—	30
☐	9	Agility	Psychic	—	—	30
☐	12	Psybeam	Psychic	65	100	20
☐	20	Recover	Normal	—	—	20
☐	24	Defense Curl	Normal	—	—	40
☐	32	Lock-on	Normal	—	100	5
☐	36	Tri Attack	Normal	80	100	10
☐	44	Zap Cannon	Electric	100	50	5

#113 CHANSEY™ 71

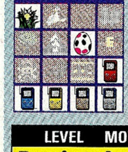
NORMAL

STATS





HOW TO CATCH



GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

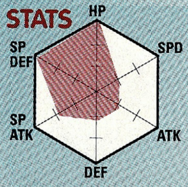
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	5	Growl	Normal	—	100	40
☐	9	Tail Whip	Normal	—	100	30
☐	13	Softboiled	Normal	—	100	10
☐	17	Doubleslap	Normal	15	85	10
☐	23	Minimize	Normal	—	—	20
☐	29	Sing	Normal	—	55	15
☐	35	Egg Bomb	Normal	100	75	10
☐	41	Defense Curl	Normal	—	—	40
☐	49	Light Screen	Psychic	—	—	30
☐	57	Double-Edge	Normal	120	100	15

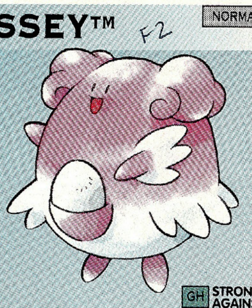
TAMING

#242 BLISSEY™ F2

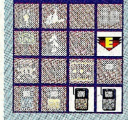
NORMAL

STATS





HOW TO CATCH



GH STRONG AGAINST

FT WEAK AGAINST

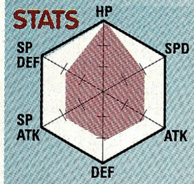
CRYSTAL MOVES LIST

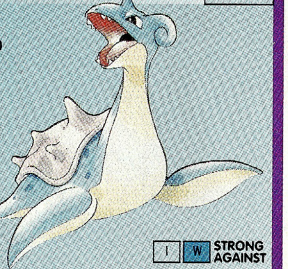
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	4	Growl	Normal	—	100	40
☐	7	Tail Whip	Normal	—	100	30
☐	10	Softboiled	Normal	—	100	10
☐	13	Doubleslap	Normal	15	85	10
☐	18	Minimize	Normal	—	—	20
☐	23	Sing	Normal	—	55	15
☐	28	Egg Bomb	Normal	100	75	10
☐	33	Defense Curl	Normal	—	—	40
☐	40	Light Screen	Psychic	—	—	30
☐	47	Double-Edge	Normal	120	100	15

#131 LAPRAS™ 83

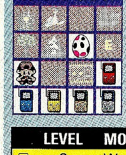
WATER
ICE

STATS





HOW TO CATCH



I W STRONG AGAINST

E FT GR R WEAK AGAINST

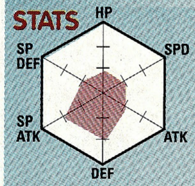
CRYSTAL MOVES LIST

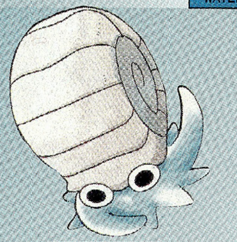
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Water Gun	Water	40	100	25
☐	S	Growl	Normal	—	100	40
☐	S	Sing	Normal	—	55	15
☐	8	Mist	Ice	—	—	30
☐	15	Body Slam	Normal	85	100	15
☐	22	Confuse Ray	Ghost	—	100	10
☐	29	Perish Song	Normal	—	—	5
☐	36	Ice Beam	Ice	95	100	10
☐	43	Rain Dance	Water	—	—	5
☐	50	Safeguard	Normal	—	—	25
☐	57	Hydro Pump	Water	120	80	5

#138 OMANYTE™ 8A

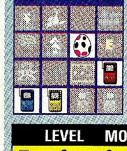
ROCK
WATER

STATS





HOW TO CATCH



FI FL I N PO STRONG AGAINST

E FT GR GD WEAK AGAINST

CRYSTAL MOVES LIST

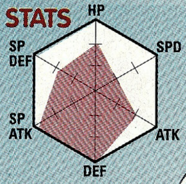
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	S	Withdraw	Water	—	—	40
☐	13	Bite	Dark	60	100	25
☐	19	Water Gun	Water	40	100	25
☐	31	Leer	Normal	—	100	30
☐	37	Protect	Normal	—	—	10
☐	49	Ancientpower	Rock	60	100	5
☐	55	Hydro Pump	Water	120	80	5

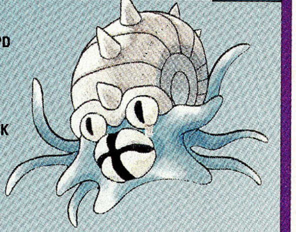
L40

#139 OMASTAR™ 8B

ROCK
WATER

STATS





HOW TO CATCH

FI FL I N PO STRONG AGAINST

E FT GR GD WEAK AGAINST

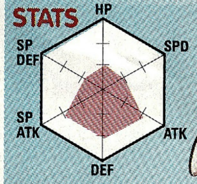
CRYSTAL MOVES LIST

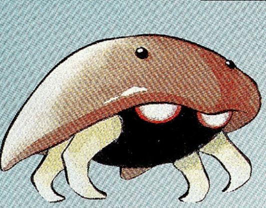
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Constrict	Normal	10	100	35
☐	S	Withdraw	Water	—	—	40
☐	13	Bite	Dark	60	100	25
☐	19	Water Gun	Water	40	100	25
☐	31	Leer	Normal	—	100	30
☐	37	Protect	Normal	—	—	10
☐	40	Spike Cannon	Normal	20	100	15
☐	54	Ancientpower	Rock	60	100	5
☐	65	Hydro Pump	Water	120	80	5

#140 KABUTO™ 8C

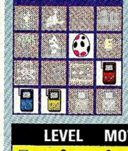
ROCK
WATER

STATS





HOW TO CATCH



FI FL I N PO STRONG AGAINST

E FT GR GD WEAK AGAINST

CRYSTAL MOVES LIST

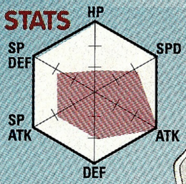
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Harden	Normal	—	—	30
☐	10	Absorb	Grass	20	100	20
☐	19	Leer	Normal	—	100	30
☐	28	Sand-Attack	Ground	—	100	15
☐	37	Endure	Normal	—	—	10
☐	46	Mega Drain	Grass	40	100	10
☐	55	Ancientpower	Rock	60	100	5

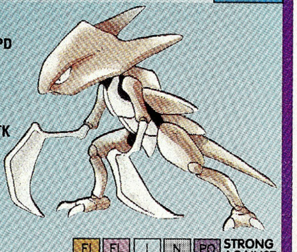
L40

#141 KABUTOPS™ 8D

ROCK
WATER

STATS





HOW TO CATCH

FI FL I N PO STRONG AGAINST

E FT GR GD WEAK AGAINST

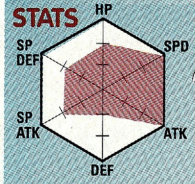
CRYSTAL MOVES LIST

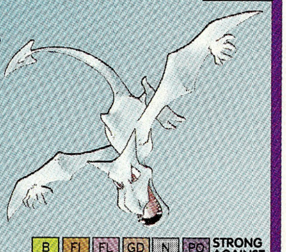
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Harden	Normal	—	—	30
☐	10	Absorb	Grass	20	100	20
☐	19	Leer	Normal	—	100	30
☐	28	Sand-Attack	Ground	—	100	15
☐	37	Endure	Normal	—	—	10
☐	40	Slash	Normal	70	100	20
☐	51	Mega Drain	Grass	40	100	10
☐	65	Ancientpower	Rock	60	100	5

#142 AERODACTYL™ 8E

ROCK
FLYING

STATS





HOW TO CATCH

B FI FL GD N PO STRONG AGAINST

E I R S W WEAK AGAINST

CRYSTAL MOVES LIST

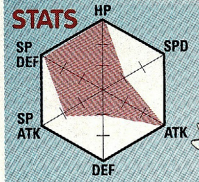
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wing Attack	Flying	60	100	35
☐	8	Agility	Psychic	—	—	30
☐	15	Bite	Dark	60	100	25
☐	22	Supersonic	Normal	—	55	20
☐	29	Ancientpower	Rock	60	100	5
☐	36	Scary Face	Normal	—	90	10
☐	43	Take Down	Normal	90	85	20
☐	50	Hyper Beam	Normal	150	90	5

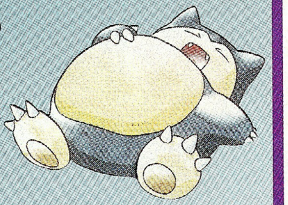
#143 SNORLAX™

8F

NORMAL

STATS





HOW TO CATCH

GH STRONG AGAINST

FT WEAK AGAINST

CRYSTAL MOVES LIST

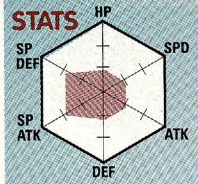
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	8	Amnesia	Psychic	—	—	20
☐	15	Defense Curl	Normal	—	—	40
☐	22	Belly Drum	Normal	—	—	10
☐	29	Headbutt	Normal	70	100	15
☐	36	Snore	Normal	40	100	15
☐	36	Rest	Psychic	—	—	10
☐	43	Body Slam	Normal	85	100	15
☐	50	Rollout	Rock	30	90	20
☐	57	Hyper Beam	Normal	150	90	5

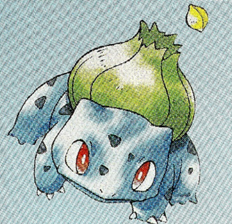
#1 BULBASAUR™

01

GRASS
POISON

STATS





HOW TO CATCH

E FT GR W STRONG AGAINST

FI FL I PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	10	Vine Whip	Grass	35	100	10
☐	15	Poisonpowder	Poison	—	75	35
☐	15	Sleep Powder	Grass	—	75	15
☐	20	Razor Leaf	Grass	55	95	25
☐	25	Sweet Scent	Normal	—	100	20
☐	32	Growth	Normal	—	—	40
☐	39	Synthesis	Grass	—	—	5
☐	46	Solarbeam	Grass	120	100	10

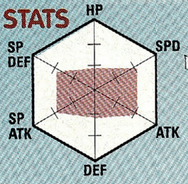
L16

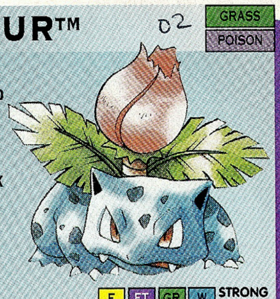
#2 IVYSAUR™

02

GRASS
POISON

STATS





HOW TO CATCH

E FT GR W STRONG AGAINST

FI FL I PS WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	10	Vine Whip	Grass	35	100	10
☐	15	Poisonpowder	Poison	—	75	35
☐	15	Sleep Powder	Grass	—	75	15
☐	22	Razor Leaf	Grass	55	95	25
☐	29	Sweet Scent	Normal	—	100	20
☐	38	Growth	Normal	—	—	40
☐	47	Synthesis	Grass	—	—	5
☐	56	Solarbeam	Grass	120	100	10

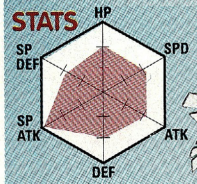
TO #3: L32

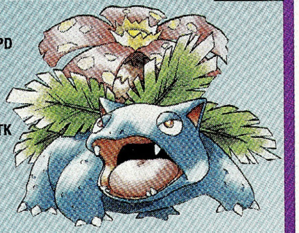
#3 VENUSAUR™

03

GRASS
POISON

STATS





HOW TO CATCH

E FT GR W STRONG AGAINST

FI FL I PS WEAK AGAINST

CRYSTAL MOVES LIST

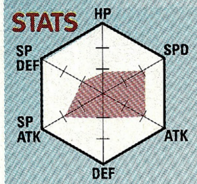
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Growl	Normal	—	100	40
☐	7	Leech Seed	Grass	—	90	10
☐	10	Vine Whip	Grass	35	100	10
☐	15	Poisonpowder	Poison	—	75	35
☐	15	Sleep Powder	Grass	—	75	15
☐	22	Razor Leaf	Grass	55	95	25
☐	29	Sweet Scent	Normal	—	100	20
☐	41	Growth	Normal	—	—	40
☐	53	Synthesis	Grass	—	—	5
☐	65	Solarbeam	Grass	120	100	10

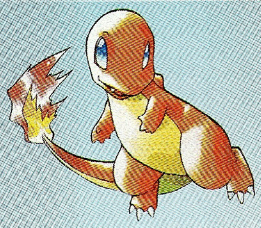
#4 CHARMANDER™

04

FIRE

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Ember	Fire	40	100	25
☐	13	Smokescreen	Normal	—	100	20
☐	19	Rage	Normal	20	100	20
☐	25	Scary Face	Normal	—	90	10
☐	31	Flamethrower	Fire	95	100	15
☐	37	Slash	Normal	70	100	20
☐	43	Dragon Rage	Dragon	—	100	10
☐	49	Fire Spin	Fire	15	70	15

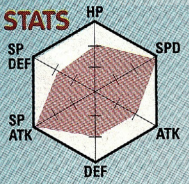
L16

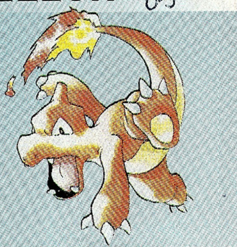
#5 CHARMELEON™

05

FIRE

STATS





HOW TO CATCH

B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Ember	Fire	40	100	25
☐	13	Smokescreen	Normal	—	100	20
☐	20	Rage	Normal	20	100	20
☐	27	Scary Face	Normal	—	90	10
☐	34	Flamethrower	Fire	95	100	15
☐	41	Slash	Normal	70	100	20
☐	48	Dragon Rage	Dragon	—	100	10
☐	55	Fire Spin	Fire	15	70	15

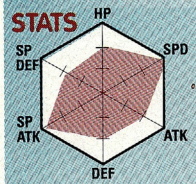
TO #6: L36

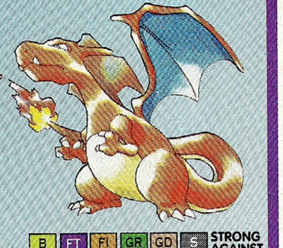
#6 CHARIZARD™

06

FIRE
FLYING

STATS





HOW TO CATCH

B FT FI GR GD S STRONG AGAINST

E R W WEAK AGAINST

CRYSTAL MOVES LIST

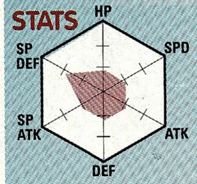
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Scratch	Normal	40	100	35
☐	S	Growl	Normal	—	100	40
☐	7	Ember	Fire	40	100	25
☐	13	Smokescreen	Normal	—	100	20
☐	20	Rage	Normal	20	100	20
☐	27	Scary Face	Normal	—	90	10
☐	34	Flamethrower	Fire	95	100	15
☐	36	Wing Attack	Flying	60	100	35
☐	44	Slash	Normal	70	100	20
☐	54	Dragon Rage	Dragon	—	100	10
☐	64	Fire Spin	Fire	15	70	15

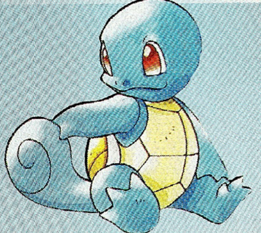
#7 SQUIRTLE™

07

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	7	Bubble	Water	20	100	30
☐	10	Withdraw	Water	—	—	40
☐	13	Water Gun	Water	40	100	25
☐	18	Bite	Dark	60	100	25
☐	23	Rapid Spin	Normal	20	100	40
☐	28	Protect	Normal	—	—	10
☐	33	Rain Dance	Water	—	—	5
☐	40	Skull Bash	Normal	100	100	15
☐	47	Hydro Pump	Water	120	80	5

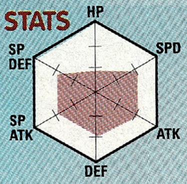
L16

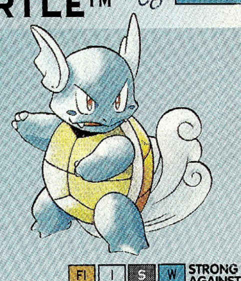
#8 WARTORTLE™

08

WATER

STATS





HOW TO CATCH

FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	7	Bubble	Water	20	100	30
☐	10	Withdraw	Water	—	—	40
☐	13	Water Gun	Water	40	100	25
☐	19	Bite	Dark	60	100	25
☐	25	Rapid Spin	Normal	20	100	40
☐	31	Protect	Normal	—	—	10
☐	37	Rain Dance	Water	—	—	5
☐	45	Skull Bash	Normal	100	100	15
☐	53	Hydro Pump	Water	120	80	5

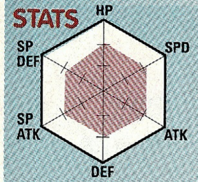
TO #9: L36

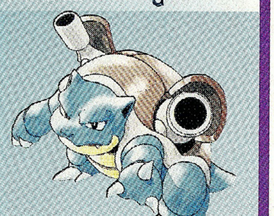
#9 BLASTOISE™

09

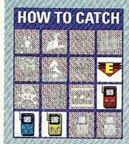
WATER

STATS





HOW TO CATCH



FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

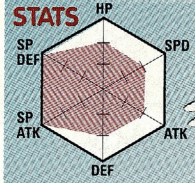
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Tackle	Normal	35	95	35
☐	4	Tail Whip	Normal	—	100	30
☐	7	Bubble	Water	20	100	30
☐	10	Withdraw	Water	—	—	40
☐	13	Water Gun	Water	40	100	25
☐	19	Bite	Dark	60	100	25
☐	25	Rapid Spin	Normal	20	100	40
☐	31	Protect	Normal	—	—	10
☐	42	Rain Dance	Water	—	—	5
☐	55	Skull Bash	Normal	100	100	15
☐	68	Hydro Pump	Water	120	80	5

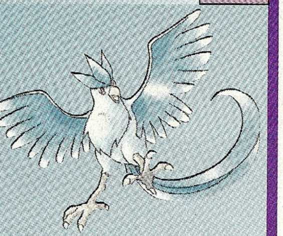
#144 ARTICUNO™

90

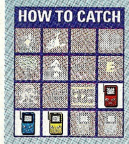
ICE
FLYING

STATS





HOW TO CATCH



B GR GD STRONG AGAINST

E FI R S WEAK AGAINST

CRYSTAL MOVES LIST

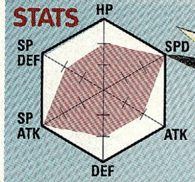
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Gust	Flying	40	100	35
☐	S	Powder Snow	Ice	40	100	25
☐	13	Mist	Ice	—	—	30
☐	25	Agility	Psychic	—	—	30
☐	37	Mind Reader	Normal	—	100	5
☐	49	Ice Beam	Ice	95	100	10
☐	61	Reflect	Psychic	—	—	20
☐	73	Blizzard	Ice	120	70	5

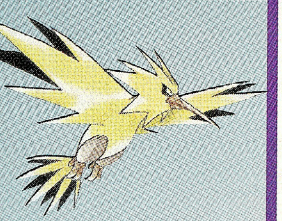
#145 ZAPDOS™

91

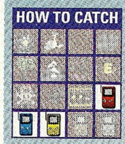
ELECTRIC
FLYING

STATS





HOW TO CATCH



B FT FL GR GD S STRONG AGAINST

I R WEAK AGAINST

CRYSTAL MOVES LIST

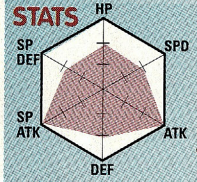
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Peck	Flying	35	100	35
☐	S	Thundershock	Electric	40	100	30
☐	13	Thunder Wave	Electric	—	100	20
☐	25	Agility	Psychic	—	—	30
☐	37	Detect	Fighting	—	—	5
☐	49	Drill Peck	Flying	80	100	20
☐	61	Light Screen	Psychic	—	—	30
☐	73	Thunder	Electric	120	70	10

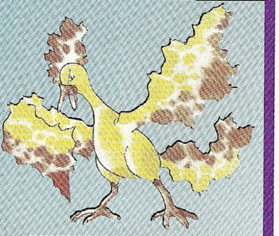
#146 MOLTRES™

92

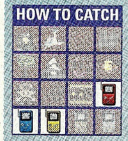
FIRE
FLYING

STATS





HOW TO CATCH



B FT FI GR GD S STRONG AGAINST

E R W WEAK AGAINST

CRYSTAL MOVES LIST

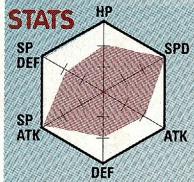
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wing Attack	Flying	60	100	35
☐	S	Ember	Fire	40	100	25
☐	13	Fire Spin	Fire	15	70	15
☐	25	Agility	Psychic	—	—	30
☐	37	Endure	Normal	—	—	10
☐	49	Flamethrower	Fire	95	100	15
☐	61	Safeguard	Normal	—	—	25
☐	73	Sky Attack	Flying	140	90	5

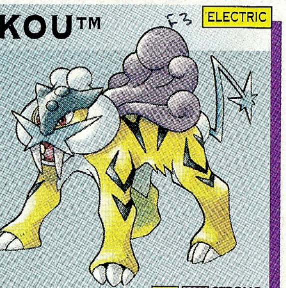
#243 RAIKOU™

F3

ELECTRIC

STATS





HOW TO CATCH

E FL STRONG AGAINST

GD WEAK AGAINST

CRYSTAL MOVES LIST

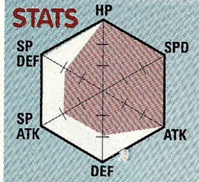
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	11	Thundershock	Electric	40	100	30
☐	21	Roar	Normal	—	100	20
☐	31	Quick Attack	Normal	40	100	30
☐	41	Spark	Electric	65	100	20
☐	51	Reflect	Psychic	—	—	20
☐	61	Crunch	Dark	80	100	15
☐	71	Thunder	Electric	120	70	10

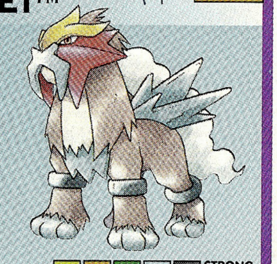
#244 ENTEI™

F4

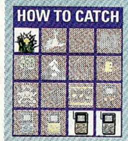
FIRE

STATS





HOW TO CATCH



B FI GR I S STRONG AGAINST

GD R W WEAK AGAINST

CRYSTAL MOVES LIST

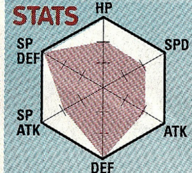
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	11	Ember	Fire	40	100	25
☐	21	Roar	Normal	—	100	20
☐	31	Fire Spin	Fire	15	70	15
☐	41	Stomp	Normal	65	100	20
☐	51	Flamethrower	Fire	95	100	15
☐	61	Swagger	Normal	—	90	15
☐	71	Fire Blast	Fire	120	85	5

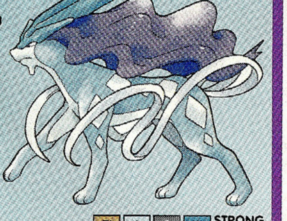
#245 SUICUNE™

F5

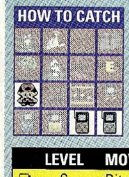
WATER

STATS





HOW TO CATCH



FI I S W STRONG AGAINST

E GR WEAK AGAINST

CRYSTAL MOVES LIST

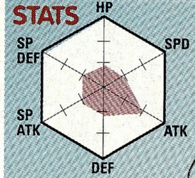
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	11	Bubblebeam	Water	65	100	20
☐	21	Rain Dance	Water	—	—	5
☐	31	Gust	Flying	40	100	35
☐	41	Aurora Beam	Ice	65	100	20
☐	51	Mist	Ice	—	—	30
☐	61	Mirror Coat	Psychic	—	100	20
☐	71	Hydro Pump	Water	120	80	5

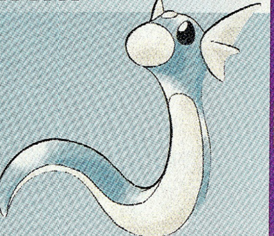
#147 DRATINI™

93

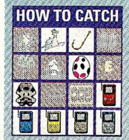
DRAGON

STATS





HOW TO CATCH



E FI GR W STRONG AGAINST

D I WEAK AGAINST

L30

CRYSTAL MOVES LIST

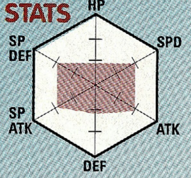
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	15	Twister	Dragon	40	100	20
☐	22	Dragon Rage	Dragon	—	100	10
☐	29	Slam	Normal	80	75	20
☐	36	Agility	Psychic	—	—	30
☐	43	Safeguard	Normal	—	—	25
☐	50	Outrage	Dragon	90	100	15
☐	57	Hyper Beam	Normal	150	90	5

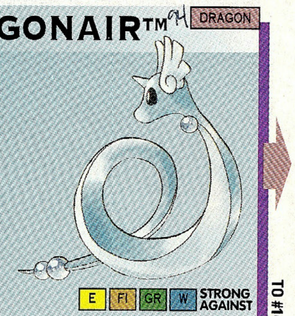
#148 DRAGONAIR™

94

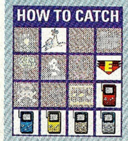
DRAGON

STATS





HOW TO CATCH



E FI GR W STRONG AGAINST

D I WEAK AGAINST

TO #149: L55

CRYSTAL MOVES LIST

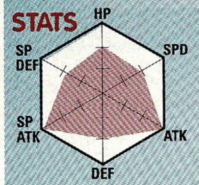
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	15	Twister	Dragon	40	100	20
☐	22	Dragon Rage	Dragon	—	100	10
☐	29	Slam	Normal	80	75	20
☐	38	Agility	Psychic	—	—	30
☐	47	Safeguard	Normal	—	—	25
☐	56	Outrage	Dragon	90	100	15
☐	65	Hyper Beam	Normal	150	90	5

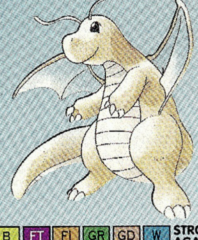
#149 DRAGONITE™

95

DRAGON
FLYING

STATS





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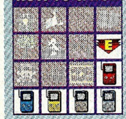

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D I R WEAK AGAINST

CRYSTAL MOVES LIST

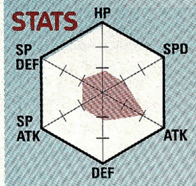
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Wrap	Normal	15	85	20
☐	S	Leer	Normal	—	100	30
☐	8	Thunder Wave	Electric	—	100	20
☐	15	Twister	Dragon	40	100	20
☐	22	Dragon Rage	Dragon	—	100	10
☐	29	Slam	Normal	80	75	20
☐	38	Agility	Psychic	—	—	30
☐	47	Safeguard	Normal	—	—	25
☐	55	Wing Attack	Flying	60	100	35
☐	61	Outrage	Dragon	90	100	15
☐	75	Hyper Beam	Normal	150	90	5

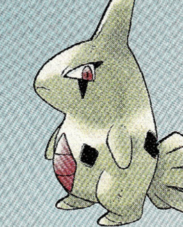
#246 LARVITAR™

F6

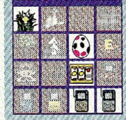
ROCK
GROUND

STATS





HOW TO CATCH



E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	8	Sandstorm	Rock	—	—	10
☐	15	Screech	Normal	—	85	40
☐	22	Rock Slide	Rock	75	90	10
☐	29	Thrash	Normal	90	100	20
☐	36	Scary Face	Normal	—	90	10
☐	43	Crunch	Dark	80	100	15
☐	50	Earthquake	Ground	100	100	10
☐	57	Hyper Beam	Normal	150	90	5

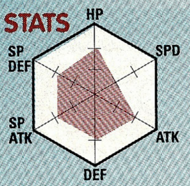
L30

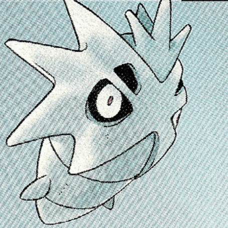
#247 PUPITAR™

F7

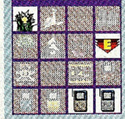
ROCK
GROUND

STATS





HOW TO CATCH



E FI FL N PO R STRONG AGAINST

FT GR GD I S W WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	8	Sandstorm	Rock	—	—	10
☐	15	Screech	Normal	—	85	40
☐	22	Rock Slide	Rock	75	90	10
☐	29	Thrash	Normal	90	100	20
☐	38	Scary Face	Normal	—	90	10
☐	47	Crunch	Dark	80	100	15
☐	56	Earthquake	Ground	100	100	10
☐	65	Hyper Beam	Normal	150	90	5

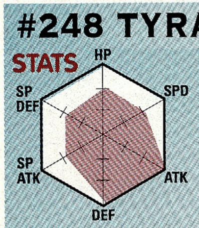
TO #248: L55

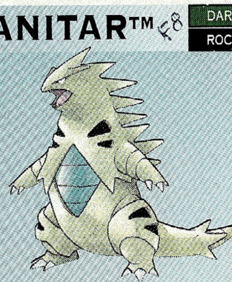
#248 TYRANITAR™

F8

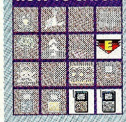
DARK
ROCK

STATS





HOW TO CATCH



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CRYSTAL MOVES LIST

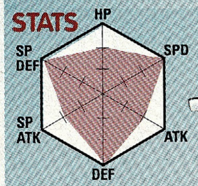
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Bite	Dark	60	100	25
☐	S	Leer	Normal	—	100	30
☐	8	Sandstorm	Rock	—	—	10
☐	15	Screech	Normal	—	85	40
☐	22	Rock Slide	Rock	75	90	10
☐	29	Thrash	Normal	90	100	20
☐	38	Scary Face	Normal	—	90	10
☐	47	Crunch	Dark	80	100	15
☐	61	Earthquake	Ground	100	100	10
☐	75	Hyper Beam	Normal	150	90	5

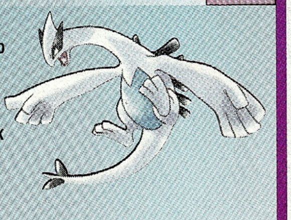
#249 LUGIA™

F9

PSYCHIC
FLYING

STATS





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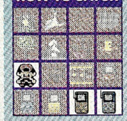


E FT GD PS STRONG AGAINST

DK E GH I R WEAK AGAINST

CRYSTAL MOVES LIST

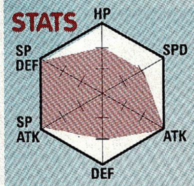
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Aeroblast	Flying	100	95	5
☐	11	Safeguard	Normal	—	—	25
☐	22	Gust	Flying	40	100	35
☐	33	Recover	Normal	—	—	20
☐	44	Hydro Pump	Water	120	80	5
☐	55	Rain Dance	Water	—	—	5
☐	66	Swift	Normal	60	—	20
☐	77	Whirlwind	Normal	—	100	20
☐	88	Ancientpower	Rock	60	100	5
☐	99	Future Sight	Psychic	80	90	15

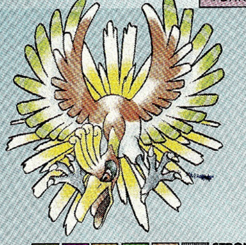
#250 HO-OH™

FA

FIRE
FLYING

STATS





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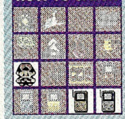

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E R W WEAK AGAINST

CRYSTAL MOVES LIST

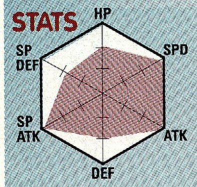
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Sacred Fire	Fire	100	95	5
☐	11	Safeguard	Normal	—	—	25
☐	22	Gust	Flying	40	100	35
☐	33	Recover	Normal	—	—	20
☐	44	Fire Blast	Fire	120	85	5
☐	55	Sunny Day	Fire	—	—	5
☐	66	Swift	Normal	60	—	20
☐	77	Whirlwind	Normal	—	100	20
☐	88	Ancientpower	Rock	60	100	5
☐	99	Future Sight	Psychic	80	90	15

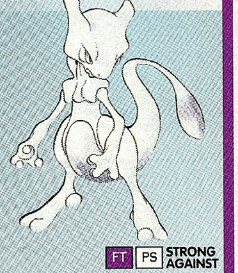
#150 MEWTWO™

96

PSYCHIC

STATS





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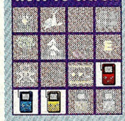


FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

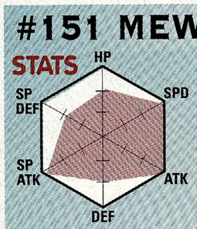
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Confusion	Psychic	50	100	25
☐	S	Disable	Normal	—	55	20
☐	11	Barrier	Psychic	—	—	30
☐	22	Swift	Normal	60	—	20
☐	33	Psych Up	Normal	—	—	10
☐	44	Future Sight	Psychic	80	90	15
☐	55	Mist	Ice	—	—	30
☐	66	Psychic	Psychic	90	100	10
☐	77	Amnesia	Psychic	—	—	20
☐	88	Recover	Normal	—	—	20
☐	99	Safeguard	Normal	—	—	25

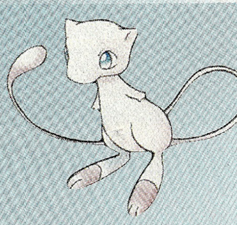
#151 MEW™

97

PSYCHIC

STATS





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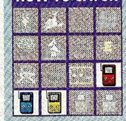


FT PS STRONG AGAINST

B DK GH WEAK AGAINST

CRYSTAL MOVES LIST

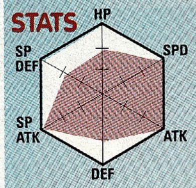
	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Pound	Normal	40	100	35
☐	10	Transform	Normal	—	—	10
☐	20	Mega Punch	Normal	80	85	20
☐	30	Metronome	Normal	—	—	10
☐	40	Psychic	Psychic	90	100	10
☐	50	Ancientpower	Rock	60	100	5

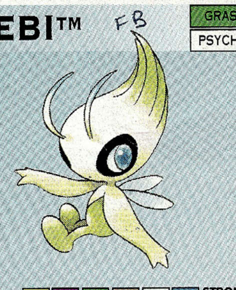
#251 CELEBI™

FB

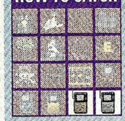
GRASS
PSYCHIC

STATS





HOW TO CATCH



E FT GR GD PS W STRONG AGAINST

B DK FI FL GH I PO WEAK AGAINST

CRYSTAL MOVES LIST

	LEVEL	MOVE NAME	TYPE	POW	ACC	PP
☐	S	Leech Seed	Grass	—	90	10
☐	S	Confusion	Psychic	50	100	25
☐	S	Recover	Normal	—	100	20
☐	S	Heal Bell	Normal	—	100	5
☐	10	Safeguard	Normal	—	100	25
☐	20	Ancientpower	Rock	60	100	5
☐	30	Future Sight	Psychic	80	90	15
☐	40	Baton Pass	Normal	—	100	40
☐	50	Perish Song	Normal	—	100	5

FD e99

Items

The number and types of items that you can find in *Pokémon Crystal* have increased dramatically since the days of *Pokémon Red/Blue/ Yellow*. With the expanded Backpack, you can now store more items and do so more efficiently. The following tables list all of the items found in the game. They are sorted into different categories to help you find what you need with greater ease.

The following categories are housed in the Items pocket of your Backpack: Recovery and Misc. Items, Pokémon Power-Ups, Berries, Apricorns, Stationery, and Pokémon Hold Items. You can buy all of these general items and use them at will during your adventure.

Apricorns

Apricorns are found in the same type of trees as Berries. When you take an Apricorn to Kurt in Azalea Town, he hollows it out and turns it into a special Poké Ball. The type of Poké Ball that Kurt makes is determined by the color of the Apricorn you give him. Kurt can create 99 Poké Balls in 24 hours, as long as they are the same type.

Name	Description	Location	
BLK Apricorn	Give to Kurt and he will convert it into a Heavy Ball.	Route 37	63
BLU Apricorn	Give to Kurt and he will convert it into a Lure Ball.	Route 37	59
GRN Apricorn	Give to Kurt and he will convert it into a Friend Ball.	Route 42	5D
PNK Apricorn	Give to Kurt and he will convert it into a Love Ball.	Route 42	66
RED Apricorn	Give to Kurt and he will convert it into a Level Ball.	Route 37	55
WHT Apricorn	Give to Kurt and he will convert it into a Fast Ball.	Azalea Town	61
YLW Apricorn	Give to Kurt and he will convert it into a Moon Ball.	Route 42	5C

Berries

Give a Berry to a Pokémon and it will use it to heal itself automatically during a battle, saving you from wasting a battle round using a Potion or other Recovery Item. Unfortunately, Berries are only found in special trees in a few locations around the Johto and Kanto regions. Once you've plucked a Berry from one of these trees, you have to wait 24 hours before you can get another one from that same tree.

Name	Description	Location	
Berry	When attached to a Pokémon, this allows the Pokémon to heal itself automatically of up to 10 HP during battle.	Routes 29, 30, 38, 46, and 11; Bug-Catching Contest; Mystery Gift; Wild Pokémon	AD
Berry Juice	Recovers up to 20 HP.	Attach a Berry to a Shuckle and wait until it levels up.	9B
Bitter Berry	When attached to a Pokémon, this allows the Pokémon to heal itself automatically from the Confused status during battle.	Routes 1, 31, 43; Blackthorn City; Mystery Gift	53
Burnt Berry	When attached to a Pokémon, this allows the Pokémon to automatically heal itself from the Frozen status during battle.	Route 44; Fuchsia City; Mystery Gift; Wild Pokémon	4F
Gold Berry	When attached to a Pokémon, it can use this to recover up to 30 HP automatically in battle.	Bug-Catching Contest; Poké Balls; Mystery Gift; Traded; Wild Pokémon	AE
Ice Berry	When attached to a Pokémon, it allows the Pokémon to heal itself from the Burn status automatically during battle.	Pewter City; Route 36 and 26; Mystery Gift; Wild Pokémon	50
Mint Berry	When attached to a Pokémon, it allows the Pokémon to heal itself automatically from the Sleep condition during battle.	Route 39; Pewter City; Mystery Gift	54
Miracleberry	When attached to a Pokémon, this makes it possible for the Pokémon to heal itself automatically of all Status Anomalies during the battle.	Mystery Gift	6D
Mysteryberry	When attached to a Pokémon, this allows the Pokémon to recover PP automatically during a battle.	Routes 35 and 45; Ruins of Alph; Wild Pokémon	96
Przcureberry	When attached to a Pokémon, it allows the Pokémon to automatically heal itself of the Paralyze condition during battle.	Violet City; Routes 8 and 46; Mystery Gift	4E
Psncureberry	When attached to a Pokémon, this allows the Pokémon to heal itself of the Poison status during battle.	Routes 2, 30, 33; Wild Pokémon	4A

Pokémon Power-Ups

These special potions power up your Pokémon, either temporarily in battle or permanently. These items are pretty expensive, but they make your Pokémon like you more every time you use one.

Name	Description	Location	Price	
Calcium	Raises the base number of the Pokémon's SPCL. Attack and SPCL. Defense.	Dept. Stores; Poké Balls; etc.	₽9800	1F
Carbos	Raises your base Speed points.	Dept. Stores; Poké Balls; etc.	₽9800	1D
Dire Hit	Makes it easier to perform a Critical Hit. Can only be used in battle.	Poké Marts; Poké Balls; Mystery Gift; etc.	₽650	2C
Fire Stone	Used to evolve certain Pokémon (Growlithe/Vulpix).	Routes 25 and 36; Mystery Gift	—	16

Name	Description	Location	Price
Guard Spec.	Can only be used during battle. Makes it so that your Pokémon's abilities cannot be lowered.	Dept. Stores; Poké Balls; Mystery Gift; etc.	₽700 29
HP UP	Raises your base Hit Points.	Dept. Stores; Poké Balls; Mystery Gift, etc.	₽9800 1A
Iron	Raises the base amount of the Pokémon's Defense.	Dept. Stores; Poké Balls	₽9800 1C
Leaf Stone	Used to evolve certain Pokémon.	Mystery Gift; Routes 25 and 34	— 22
Moon Stone	Used to evolve certain Pokémon.	Mom; Route 27; Mt. Moon; Wild Pokémon	— 08
PP UP	Raises the base amount of a move's PP.	Poké Balls; Mystery Gift	— 3E
Protein	Raises the base sum of the Pokémon's Attack.	Dept. Stores; Poké Balls, etc.	₽9800 1B
Rare Candy	Raises a Pokémon's Level by 1.	Poké Balls, Mystery Gift, etc.	— 20
Sun Stone	Used to evolve certain Pokémon.	National Park Bug-Catching Contest	— A9
Thunderstone	Used to evolve certain Pokémon.	Mystery Gift; Routes 25 and 38	— 17
Water Stone	Used to evolve certain Pokémon.	Mystery Gift; Routes 25 and 42	— 18
X Accuracy	Raises the accuracy of moves. Can only be used in battle.	Dept. Stores; Poké Balls, etc.	₽950 21
X Attack	Raises the Pokémon's Attack. Can only be used in battle.	Poké Marts; Poké Balls; Mystery Gift	₽500 31
X Defend	Raises Defense. Only used during battles.	Poké Marts; Poké Balls; Mystery Gift	₽550 33
X Special	Increases Special Status. Only used during battle.	Poké Marts; Poké Balls; Mystery Gift	₽350 34
X Speed	Increases Speed. Only used during battle.	Poké Marts; Poké Balls	₽350 35

Pokémon Hold Items

When one of these items is attached to a Pokémon, it will enhance that Pokémon's abilities or evolve it, increasing the power of its attacks or just letting it escape from battle more easily.

Name	Description	Location	Price
Amulet Coin	When the Pokémon it's attached to is used in battle, you win twice the amount of money in battle.	Goldenrod City Underground Passage	— 5B
Berserk Gene	When attached to a Pokémon, it doubles the Pokémon's Attack, but causes it to become Confused. This is a one-time-use-only item.	Cerulean City (w/ Itemfinder)	— 98
Black Belt	When attached to a Pokémon, it increases the strength of Fighting-type moves.	Lake of Rage	— 62
Blackglasses	When attached to a Pokémon, it increases the strength of Dark-type moves.	Dark Cave (Blackthorn Side)	— 66
Brightpowder	When attached to a Pokémon, it makes the enemy Confused.	Trading a Pokémon from R/B/Y.	03
Charcoal	When attached to a Pokémon, this increases the strength of Fire-type moves.	Azalea Town	₽9,800 8A
Cleanse Tag	When attached to a Pokémon, this decreases chance of encountering Wild Pokémon.	Route 5	— 5E
Dragon Fang	When attached to a Pokémon, this increases the strength of Dragon-type moves.	Dragon's Den	— 90
Dragon Scale	Causes certain Pokémon to evolve.	Mt. Mortar; Wild Pokémon	— 97
Everstone	A rare stone used to keep the Pokémon it's attached to from evolving.	Prof. Elm; Show Bill's grandpa on Route 25 a Lickitung; Poké Balls; Wild Pokémon	— 70
Focus Band	When attached to a Pokémon, this makes it unable to Faint.	Saffron City	— 77
Hard Stone	When attached to a Pokémon, this increases the strength of Rock-type moves.	Route 36	— 70
King's Rock	When attached to a Pokémon, it causes the opponent Pokémon to Flinch occasionally. This is also used to evolve certain Pokémon.	Slowpoke Well; Wild Pokémon	— 52
Leftovers	When attached to a Pokémon, this recovers HP a little bit each turn during battle.	Celadon City; Wild Pokémon; Traded Pokémon	— 92
Light Ball	When attached to Pikachu it doubles the strength of its Pikachu's Special Attacks.	Trading a Pokémon from R/B/Y.	— A3
Lucky Egg	When attached to a Pokémon, it doubles the amount of experience points earned at the end of a battle.	Wild Pokémon	— 7E
Lucky Punch	When attached to a Chansey, this makes it easier for it to perform a Critical Hit.	Trading a Pokémon from R/B/Y.	— 1E
Magnet	When attached to a Pokémon, this increases the strength of Electric-type moves.	Route 37	— 6C
Metal Coat	When attached to a Pokémon, this raises the strength of Steel-type moves. It is also used to evolve certain Pokémon.	*S.S. Aqua*; Wild Pokémon	— 8F
Metal Powder	When attached to a Ditto, it raises Ditto's Defense.	Trading a Pokémon from R/B/Y.	— 23
Miracle Seed	When attached to a Pokémon, this strengthens Grass-type moves.	Route 32	— 75

Name	Description	Location	Price
Mystic Water	When attached to a Pokémon, this increases the strength of Water-type moves.	Cherrygrove City; Ruins of Alph	5F
Nevermeltice	When attached to a Pokémon, this increases the strength of Ice-type moves.	Ice Path	— 6B
Pink Bow	When attached to a Pokémon, this increases the power of Normal Attacks.	Route 29; Radio Tower	— 68
Poison Barb	When attached to a Pokémon, this increases the strength of Poison-type moves.	Route 32; Wild Pokémon	— 51
Polkadot Bow	When attached to a Pokémon, this increases the strength of Normal-type moves.	Trading a Pokémon from R/B/Y.	— AA
Quick Claw	When attached to a Pokémon, it allows the Pokémon a pre-emptive attack occasionally.	National Park; Wild Pokémon	— 49
Sacred Ash	This item completely recovers all Pokémon with the Fainted status.	Wild Pokémon	— 9C
Scope Lens	When attached to a Pokémon, this makes it easier to perform a Critical Hit.	Mystery Gift	— 8C
Sharp Beak	When attached to a Pokémon, this increases the strength of Flying-type moves.	Route 40; Wild Pokémon	— 4D
Silver Powder	When attached to a Pokémon, it increases the strength of Bug-type moves.	Wild Pokémon	— 58
Smoke Ball	When attached to a Pokémon, it allows you to flee from Wild Pokémon 100 percent of the time.	Underground Passage; Blackthorn City	— 6A
Soft Sand	When attached to a Pokémon, this raises the strength of Ground-type moves.	Route 34	— 4C
Spell Tag	When attached to a Pokémon, this increases the strength of Ghost-type moves.	Blackthorn City; Wild Pokémon	— 71
Stick	When attached to Farfetch'd, it makes it easier for Farfetch'd to perform a Critical Hit.	Wild Pokémon	— 69
Thick Club	When attached to a Cubone or Marowak, it doubles the strength of Cubone and Marowak's Physical attacks.	Wild Pokémon	— 76
Twistedspoon	When attached to a Pokémon, this increases the strength of Psychic-type moves.	Trading a Pokémon from R/B/Y.	— 60
Up-Grade	Used to evolve Porygon to Porygon2.	Saffron City	— AC

Recovery and Other Items

This table includes all of the items used to heal Pokémon as well as other items that generally serve to make your adventure more enjoyable. The majority of these are easily found in the Poké Marts and other shops throughout Johto and Kanto. The more powerful items can only be found in the caves or through other methods.

Name	Description	Location	Price
Antidote	Cures a Pokémon of the Poison status.	Poké Marts; Poké Balls, etc.	₽100 09
Awakening	Cures a Pokémon of the Sleep status.	Poké Marts; Poké Balls, etc.	₽250 0C
Big Mushroom	Sell this in a shop to make lots of money!	Wild Pokémon	57
Big Pearl	Sell this in a shop to make lots of money!	Underground Passage (Bargain Shop); Wild Pokémon	₽3500 6F
Brick Piece	An unusual item. Sell in a shop.	Trading a Pokémon from R/B/Y.	B4
Burn Heal	Heals the Burn condition.	Poké Marts; Poké Balls, etc.	₽250 0A
Elixir	Recovers up to 10 PP of all moves.	Poké Balls; Mystery Gift	— 41
Energy Root	Recovers up to 200 HP, but is really bitter.	Underground Passage (Herb Shop); Ruins of Alph	₽800 7A
Energy Powder	Recovers up to 50 HP, but is really bitter.	Underground Passage (Herb Shop); Ruins of Alph	₽500 79
Escape Rope	Lets you escape from caves and other dungeon-like areas. Returns you to the entrance of the dungeon.	Poké Marts; Poké Balls, etc.	₽550 13
Ether	Recovers up to 10 PP of one move.	Poké Balls; Mystery Gift	— 3F
Fresh Water	Water taken from a spring on Mt. Silver. Recovers up to 50 HP.	Dept. Stores; Mt. Moon	₽200 2E
Full Heal	Completely recovers all Status Anomalies.	Poké Marts; Poké Balls, etc.	₽600 26
Full Restore	Fully restores HP and all Status Anomalies.	Indigo Plateau; Poké Balls, etc.	₽3,000 0E
Gold Leaf	An unusual item. Sell in a Shop.	Trading a Pokémon from R/B/Y.	— 4B
Heal Powder	Recovers all Status Anomalies, but it is really bitter.	Underground Passage (Herb Shop); Ruins of Alph	₽450 7B
Hyper Potion	Recovers up to 200 HP.	Poké Marts; Poké Balls	₽1,200 10
Ice Heal	Cures the Frozen status.	Poké Marts; etc.	₽250 0B
Lemonade	Recovers up to 80 HP.	Dept. Stores; Mt. Moon	₽350 30
Max Elixir	Completely recovers the PP of all moves.	Poké Balls; Mystery Gift	— 15
Max Ether	Completely recovers the PP of one move.	Underground Passage; Poké Balls; Mystery Gift	— 40
Max Potion	Recovers a Pokémon's HP entirely.	Poké Marts; Poké Balls; etc.	₽2,500 0F
Max Repel	This repels weaker Pokémon for up to 250 steps.	Poké Marts; Mystery Gift	₽700 2B
Max Revive	Recovers the Pokémon from the Fainted status and restores all HP.	Poké Balls; Mystery Gift; etc.	— 28
MooMoo Milk	Recovers up to 100 HP.	MooMoo Farm; Wild Pokémon	₽500 48
Nugget	Sell this in a shop to make lots of money!	Poké Balls; Mystery Gift; Wild Pokémon	₽4,500 24
Parlyz Heal	Heals the Paralyze condition.	Poké Marts; Poké Balls; etc.	₽200 0D
Pearl	Sell at a store.	Underground Passage (Bargain Shop); Wild Pokémon	₽650 6E
Poké Doll	Lets you flee from battles with Wild Pokémon 100 percent of the time.	Dept. Stores; Mt. Moon	₽1,000 25

Potion	Recovers up to 20 HP.	Poké Marts; Poké Balls; etc.	₽300	12
Ragecandybar	Recovers up to 20 HP.	Mahogany Town	₽200	72
Repel	Repels weaker Pokémon for about 100 steps.	Poké Marts; Poké Balls; etc.	₽350	14
Revival Herb	Recovers a Pokémon from the Fainted status.	Underground Passage (Herb Shop); Ruins of Alph	—	7C
Revive	Recovers the Pokémon from the Fainted status and restores half of its HP.	Poké Marts; Poké Balls; Mystery Gift; etc.	₽1,500	27
Silver Leaf	Sell this unusual item in a shop.	Trading a Pokémon from R/B/Y.	—	3C
Slowpoketail	Extremely delicious but also extremely expensive.	Mahogany Town	₽9,800	47
Soda Pop	Recovers up to 60 HP.	Dept. Stores; Mt. Moon	₽300	2F
Star Piece	Sell in a store.	Underground Passage (Bargain Shop); Wild Pokémon; Ruins of Alph	—	84
Stardust	Sell in a store.	Underground Passage (Bargain Shop); Wild Pokémon; Ruins of Alph	—	83
Super Potion	Recovers up to 50 HP.	Poké Marts; Poké Balls; etc.	₽700	11
Super Repel	This repels weaker Pokémon for up to 200 steps.	Poké Marts; Mystery Gift	₽500	2A
Tinymushroom	Sell in a store.	Mahogany Town; Wild Pokémon	₽500	56

Stationery

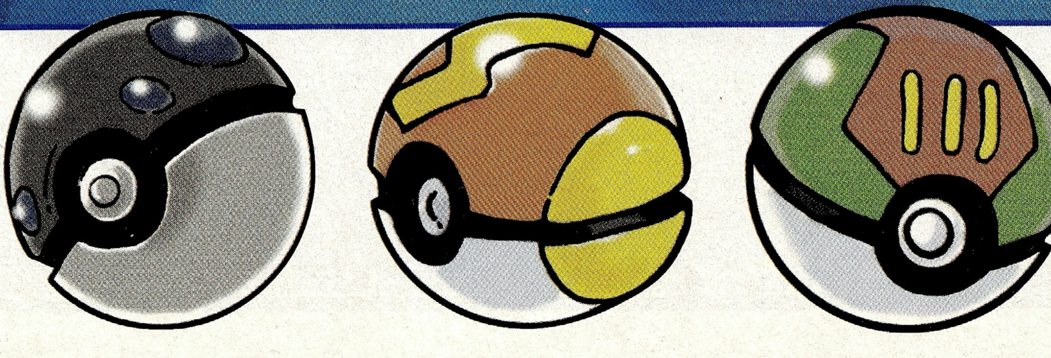
With the stationery listed below, you can attach notes to your Pokémon before trading them with friends, etc. Each type of mail has its own distinct look, and some types of stationery are quite hard to find.

Name	Description	Location	Price	
Eon Mail	Stationery with Eevee silhouettes on it.	Mystery Gift	—	B9
Flower Mail	Stationery with flowers on it.	Violet City; Azalea Town; Goldenrod City; Saffron City; Mahogany Town; Fuchsia City; Viridian City	₽50	9E
Liteblue Mail	Stationery with Dratini on it.	Vermilion City	₽50	B4
Lovely Mail	Cute stationery with hearts on it.	Celadon City	₽50	B8
Morph Mail	Stationery with Dittos on it.	Mystery Gift	—	BA
Music Mail	Stationery with musical notes on it.	Mystery Gift	—	BC
Portrait Mail	Stationery decorated with the image of the Pokémon it is attached to.	Mt. Moon	₽50	B7
Surf Mail	Stationery decorated with Lapras.	Olivine, Cerulean, and Celadon Cities	₽50	B5

Balls

In Pokémon Gold and Silver, you find the usual assortment of Poké Balls as well as some new specialty Poké Balls.

Name	Description	Location	Price	
Fast Ball	Makes it easier to capture Pokémon who are quick to flee.	Give Kurt a WHT Apricorn in Azalea Town.	—	A1
Friend Ball	Makes the Pokémon captured become really attached to you.	Give a GRN Apricorn to Kurt in Azalea Town.	—	A4
Great Ball	Makes it easier to capture Pokémon than a Poké Ball.	Poké Marts; Poké Balls; Mystery Gift	₽600	04
Heavy Ball	Makes it easier to capture Pokémon that are heavyweights.	Give a BLK Apricorn to Kurt in Azalea City.	—	9D
Level Ball	Makes it easier to catch opponent Pokémon whose levels are lower than your own Pokémon.	Give a RED Apricorn to Kurt.	—	9F
Love Ball	Makes it easier to catch Pokémon of a different gender than yours.	Give a PNK Apricorn to Kurt.	—	A6
Lure Ball	Makes it easier to catch Pokémon while fishing.	Give a BLU Apricorn to Kurt.	—	A0
Master Ball	The Ultimate Poké Ball, it allows you to catch a Pokémon without a doubt.	Prof. Elm; Radio Tower (Lucky Number Prize)	—	01
Moon Ball	Makes it easier to capture Pokémon who evolve using the Moon Stone.	Give Kurt a YLW Apricorn.	—	A5
Poké Ball	A tool for catching Pokémon.	Poké Marts; Poké Balls; etc.	₽200	05
Ultra Ball	Makes it easier to capture Pokémon than a Great Ball.	Poké Marts; Poké Balls; etc.	₽1,200	02



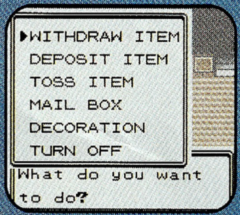
Key Items

In the Key Items pocket you'll find all the things you need to complete certain events. Items such as keys, passes, and fishing rods are lodged here so you can get to them quickly and efficiently—and so you won't lose them! Many of the items here (such as the Itemfinder, Rods, and your Bicycle) can be configured for instant access using SELECT on your Game Boy.

Name	Description	Location	
Basement Key	Opens the locked door in the Goldenrod City Underground Passage.	Goldenrod City	85
Bicycle	Ride this to double your traveling speed!	Goldenrod City	07
Blue Card	Special card that holds points from Buena's Password game.	Goldenrod City Radio Tower	74
Card Key	Makes it possible to open up the locked door in the Radio Tower.	Get when you rescue the Director in the Underground Passage.	7F
Clear Bell	Bell used to summon a Legendary Pokémon.	Goldenrod City Radio Tower	46
Coin Case	Holds up to 9,999 Coins.	Underground Passage	36
Expn Card	Makes it possible for you to listen to the Kanto Radio broadcasts (Pokémon Flute, etc.).	Lavender Town	
Good Rod	Use this to fish for Pokémon. Allows you to capture a higher level of Pokémon than the Old Rod.	Olivine City	3B
Itemfinder	Sounds an alarm to point out hidden items in the area.	Ecruteak City	37
Lost Item	A little girl's lost Clefairy doll. Find it and return to her for a reward.	Vermilion City	82
Machine Part	Stolen from the Power Plant. Find and return for a reward.	Cerulean City	80
Map Card	Allows you to view the Map on your PokéGear.	Cherrygrove City	
Mystery Egg	A mysterious egg holding the Pokémon Togepi.	Route 30	45
Odd Egg	Strange Egg holding a randomly chosen Pokémon.	Left behind at the Day Care	7A
Old Rod	Tool for catching "Fish" Pokémon.	Route 32	3A
Pass	Allows you to ride on the Magnet Train as often as you like!	Saffron City	86
PokéDex	A handheld computer in which the secrets of Pokémon are recorded.	Route 30	
Radio Card	Opens up the Radio function on your PokéGear.	Goldenrod City Radio Tower	
Rainbow Wing	Allows you to climb the Tin Tower in Ecruteak City.	Tin Tower	B2
Red Scale	You can trade this with Mr. Pokémon on Route 30 for the Exp. Share item.	Lake of Rage	42
S.S. Ticket	Use this to ride on the *S.S. Aqua.*	Prof. Elm	44
Secret Potion	Give to Jasmine in the Olivine Lighthouse to cure the Pokémon Amphy.	Cianwood City	43
Silver Wing	Makes Lugia appear at the Whirl Islands.	Pewter City	47
Squirtbottle	Water the Sudowoodo on Route 36.	Goldenrod City	AF
Super Rod	This is the ultimate fishing rod, it catches "Fish" Pokémon easily.	Route 12	3D
"Unowndex"	Option for your Pokédex that allows you to look at the Unown you've collected.	Ruins of Alph	

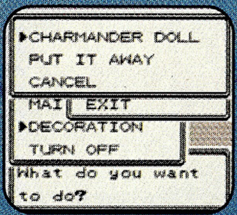
Room Decorations

One of the new features in this game is the Room Decoration feature, which will be available when you access your home PC in New Bark Town. Basically, this allows you to change how your room looks with the help of different beds, carpets, game systems, plants, and stuffed Poké Dolls. Your mother buys you some of these items once you have a certain amount of money in your savings account. The rest you have to get from the Mystery Gift function.



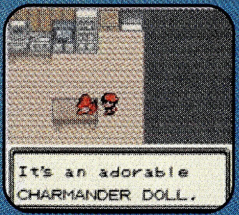
What do you want to do?

On your home PC, choose the Decoration option. Then choose one of the decorations, such as Ornament.



What do you want to do?

Choose an Ornament, such as the Charmander Doll. If you have many ornaments, you're asked which side of the table to place it on.



It's an adorable CHARMANDER DOLL.

Enjoy your new room!

Here's the complete list of items that you can have in your room and how to get them

BEDS

Item Name	How to Obtain
Feathery Bed	Default
Pink Bed	Mystery Gift
Polkadot Bed	Mystery Gift

BIG DOLLS

Item Name	How to Obtain
Big Lapras Doll	Mystery Gift
Big Onix Doll	Mystery Gift
Big Snorlax Doll	Mother buys when you have ₽100,000

CARPETS

Item Name	How to Obtain
Blue Carpet	Mystery Gift
Green Carpet	Mystery Gift
Red Carpet	Mystery Gift
Yellow Carpet	Mystery Gift

GAME SYSTEMS

Item Name	How to Obtain
NES	Mystery Gift
Nintendo 64	Mystery Gift
Super NES	Mystery Gift
Virtual Boy	Mystery Gift

PLANTS

Item Name	How to Obtain
Jumboplant	Mystery Gift
Magnaplant	Mystery Gift
Tropicplant	Mystery Gift

POSTERS

Item Name	How to Obtain
Clefairy Poster	Mystery Gift
Jigglypuff Poster	Mystery Gift
Pikachu Poster	Mystery Gift
Town Map	Default

ORNAMENTS

Item Name	How to Obtain
Bulbasaur Doll	Mystery Gift
Charmander Doll	Mother buys when you have P10,000
Clefairy Doll	Mother buys when you have P30,000
Diglett Doll	Mystery Gift
Gengar Doll	Mystery Gift
Geodude Doll	Mystery Gift
Gold Trophy	Trade *Pokémon Stadium* Dodrio
Grimer Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift
Machop Doll	Mystery Gift
Magikarp Doll	Mystery Gift
Oddish Doll	Mystery Gift
Pikachu Doll	Mother buys when you have P50,000
Poliwag Doll	Mystery Gift
Shellder Doll	Mystery Gift
Silver Trophy	Trade Pokémon Stadium Doduo
Squirtle Doll	Mystery Gift
Staryu Doll	Mystery Gift
Surfing Pikachu Doll	Mystery Gift
Voltorb Doll	Mystery Gift
Weedle Doll	Mystery Gift

Special Items Take Special Tactics

In addition to the items that you can find in the game itself (items found in Poké Balls or shops or that are given to you by other characters), there are some you can only get by using special methods. While none of these items are crucial for completing the game, they can make your time playing *Pokémon Crystal* much more interesting.

Attached Items on Wild and Traded Pokémon

You know that it is possible to attach items to Pokémon while they are in battle or to send to friends when trading Pokémon over the Game Link® cable, but did you also know that it is possible to capture Wild Pokémon who already have items attached to them? Did you also know that if you trade your Pokémon over from *Pokémon Red, Blue*, or *Yellow*, they will have items attached to them?

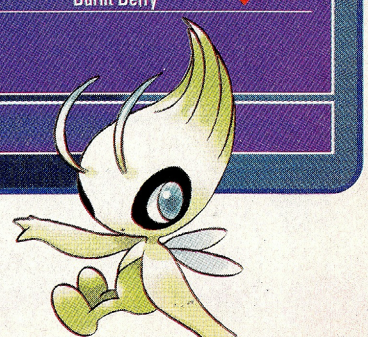
If you didn't know about this bonus feature, then you are in for a great surprise when you see the tables below. There are many items in this game that you can only get when you trade a certain Pokémon from another version of the game, when they are attached to a Wild Pokémon you've caught, or when you trade for gifts using the Mystery Gift function (covered in the section following this).

Attached Items Found on Wild Pokémon

Every once in awhile you find a Pokémon out in the wild that has an item attached to it. You can tell that this has happened when you capture one and see that tell-tale Pocket Icon attached to the icon on the Pokémon screen or in a box in Bill's PC. You can find and capture specific Pokémon in the hopes of finding one with the item you seek. You can also use the move Thief (TM46) found in Team Rocket's Hideout to steal an item attached to a Wild Pokémon. This is the easiest way to do this, unless you want multiple copies of the same Pokémon.

Wild Pokémon	Item Attached	Rarity
Beedrill	Poison Barb	★
Butterfree	Silver Powder	★
Chansey	Lucky Egg	★
Clefairy	Moon Stone	★
Clefairy	Mysteryberry	★
Cubone	Thick Club	★
Dodrio	Sharp Beak	★
Dragonair	Dragon Scale	★
Dratini	Dragon Scale	★
Farfetch'd	Stick	★
Fearow	Sharp Beak	★
Furret	Berry	◆
Furret	Gold Berry	★
Geodude	Everstone	★
Graveler	Everstone	★
Grimer	Nugget	★
Growlithe	Burnt Berry	◆
Ho-Oh	Sacred Ash	●
Horsea	Dragon Scale	◆
Jynx	Ice Berry	◆
Magmar	Burnt Berry	◆
Magnemite	Metal Coat	★
Marowak	Thick Club	★
Miltank	MooMoo Milk	◆
Misdreavus	Spell Tag	★
Mr. Mime	Mysteryberry	★
Muk	Nugget	★
Paras	Big Mushroom	★
Paras	Tiny Mushroom	◆
Pikachu	Berry	★
Poliwhirl	King's Rock	★
Seadra	Dragon Scale	★
Sentret	Berry	★
Shellder	Big Pearl	★
Shellder	Pearl	◆
Shuckle	Berry	◆
Slowbro	King's Rock	★
Slowpoke	King's Rock	★
Sneasel	Quick Claw	★
Snorlax	Leftovers	●
Staryu	Star Piece	★
Staryu	Stardust	◆
Vulpix	Burnt Berry	◆

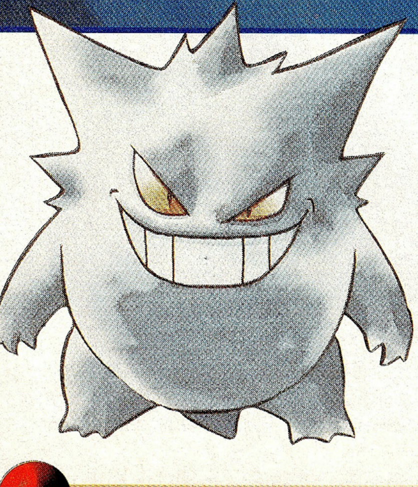
●: It's a sure thing! ◆: Sometimes you'll find this item attached. ★: Item rarely appears attached to this Pokémon.

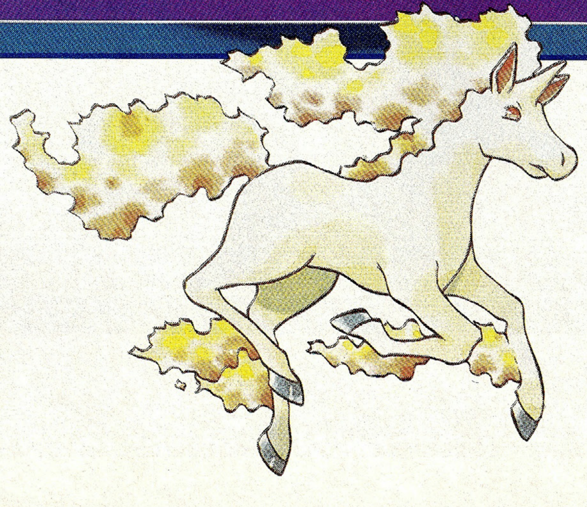


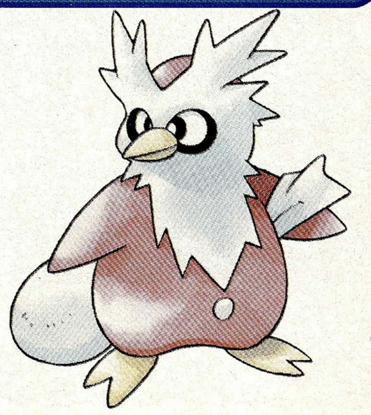
Attached Items of Pokémon from *Pokémon Red, Blue, and Yellow*

When you trade your Pokémon from Pokémon Red, Blue, and Yellow using the Time Capsule in the Pokémon Centers, you'll find some interesting, often rare and expensive items attached to them. Remember, to use the Time Capsule, you cannot have any Pokémon in your party who do not appear in Pokémon R/B/Y or any Pokémon who have learned moves that do not appear in Pokémon R/B/Y. It is a good idea to use the Time Capsule in the Blackthorn City Pokémon Center, so that you can use the Move Deleter's services if needed.

Pokémon	Item Attached
Abra	TM09
Aerodactyl	Bitter Berry
Amnesia Psyduck from *Pokémon Stadium*.	Normal Box
Any Pokémon you've received after clearing the Gym Leader's Castle (Reverse Mode) in *Pokémon Stadium*.	Gorgeous Box
Any Pokémon you've received after clearing the Gym Leader's Castle in *Pokémon Stadium*.	Normal Box
Arbok	Berry
Articuno	Bright Powder
Bellsprout	Berry
Bulbasaur	Bitter Berry
Caterpie	Berry
Chansey	Lucky Punch
Charmander	Bitter Berry
Clefable	Leftovers
Clefairy	Mysteryberry
Cubone	Berry
Dewgong	Gold Leaf
Diglett	Berry
Ditto	Metal Powder
Dodrio	Bitter Berry
Doduo	Berry
Dragonair	Bitter Berry
Dragonair (Wild Pokémon from *Yellow*)	Protein
Dratini	Bitter Berry
Drowzee	Berry
Dugtrio	Gold Berry
Eevee	Bitter Berry
Ekans	Berry
Electabuzz	Bitter Berry
Electrode	Silver Leaf
Exeggcute	Berry
Farfetch'd	Bitter Berry
Fearow	Berry
Gastly	Berry
Geodude	Berry
Gloom	Berry
Golbat	Berry
Goldeen	TM33
Golduck	Gold Leaf
Graveler	Berry
Grimer	Berry
Growlithe	Berry
Gyarados	Bitter Berry
Haunter	Berry
Hitmonchan	Bitter Berry
Hitmonlee	Bitter Berry
Horsea	TM33
Hypno	Gold Leaf
Jigglypuff	Polkadot Bow
Jynx	Bitter Berry
Kabuto	Bitter Berry
Kadabra	Berry
Kadabra (Wild Pokémon from *Yellow*)	Twistedspoon
Kakuna	Berry
Kangaskhan	Bitter Berry
Kingler	Silver Leaf
Koffing	Berry
Krabby	TM33
Lapras	Bitter Berry
Lickitung	Bitter Berry
Machoke	Berry
Machop	Brick Piece
Magikarp	Berry
Magmar	Bitter Berry
Magnemite	Berry
Magneton	Silver Leaf
Mankey	Berry
Marowak	Gold Leaf
Meowth	Berry
Metapod	Berry
Mew	Bitter Berry
Mewtwo	Bright Powder
Moltres	Bright Powder
Mr. Mime	Bitter Berry
Muk	Gold Leaf
Nidoran ♀	TM43
Nidoran ♂	TM43
Nidorina	Berry
Nidorino	Berry
Oddish	Berry
Omanyte	Bitter Berry
Onix	Bitter Berry
Paras	Berry
Parasect	Gold Leaf
Pidgeotto	Berry
Pidgey	Berry
Pikachu (*R/B*)	Berry
Pikachu (*Yellow*)	Light Ball
Pinsir	Bitter Berry
Poliwag	Berry
Poliwhirl	Berry
Ponyta	Berry
Porygon	Bitter Berry
Primeape	Gold Leaf
Psyduck	Berry
Raichu	Gold Leaf
Rapidash	Silver Leaf
Raticate	Berry
Rattata	Berry
Rhydon	Gold Leaf
Rhyhorn	Berry
Sandshrew	Berry
Sandslash	Berry
Scyther	Bitter Berry
Seadra	Gold Leaf
Seaking	Silver Leaf
Seel	Berry
Shellder	Berry
Slowbro	Gold Leaf
Slowpoke	Berry
Snorlax	Leftovers
Spearow	Berry
Squirtle	Bitter Berry
Staryu	TM33
Tangela	Bitter Berry
Tauros	Bitter Berry
Tentacool	Berry
Tentacruel	Silver Leaf
Venomoth	Gold Leaf
Venonat	Berry
Voltorb	Berry
Vulpix	Berry
Weedle	Berry
Weepinbell	Berry
Weezing	Silver Leaf
Wigglytuff	Gold Berry
Zapdos	Bright Powder
Zubat	Berry







Mystery Gift!

Mystery Gift is a function similar to the Card Pop function in *Pokémon Trading Card Game* for Game Boy. It allows you and your friends to transfer presents to one another using the Game Boy Color's IR Port (see the game manual for instructions and more information). The Mystery Gift function first becomes available after you speak to the little girl on the fifth floor of the Goldenrod City Department Store. She is always present, but the Mystery Gift option is only available if you are playing *Pokémon Crystal* on a Game Boy Color. After you talk to her, you'll find that the Mystery Gift option has been added to the START Menu the next time you power up the game.

MYSTERY GIFT.

Although this little girl appears no matter which system you're playing on, the Mystery Gift option is only available on a Game Boy Color.

The items you receive from Mystery Gift fall into one of two categories: Normal Items and Room Decorations. Normal Items are stored at the Mystery Gift desk on the second floor of any Pokémon Center while Room Decorations are sent home to your PC in New Bark Town. Here are the items you can get through Mystery Gift:

NORMAL ITEMS

Item Name	Rarity	Item Name	Rarity	Item Name	Rarity
Berry	●	HP Up	★★	Przcureberry	●
Bitter Berry	●	Leaf Stone	★	Psncureberry	●
Burnt Berry	●	Max Elixir	★	Revive	♦
Dire Hit	●	Max Ether	★	Scope Lens	★
Elixir	♦	Max Repel	♦	Super Repel	♦
Eon Mail	●	Max Revive	★	Thunderstone	★
Ether	♦	Mint Berry	●	Water Stone	★
Fire Stone	★	Miracleberry	♦	X Accuracy	●
Gold Berry	♦	Morph Mail	●	X Attack	●
Great Ball	♦	Music Mail	●	X Defend	●
Guard Spec.	●	PP Up	★★	X Special	●

ROOM DECORATIONS

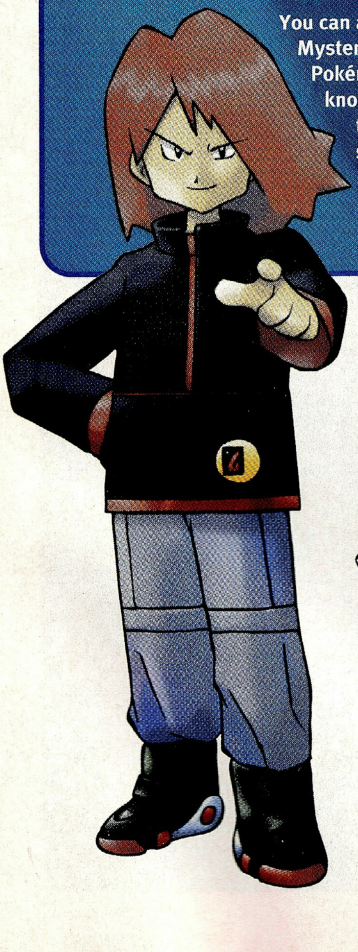
Item Name	Rarity	Item Name	Rarity	Item Name	Rarity
Big Lapras Doll	★★	Jigglypuff Poster	●	Polkadot Bed	♦
Big Onix Doll	★	Jumboplant	★	Red Carpet	★
Blue Carpet	★	Machop Doll	●	Shellder Doll	●
Bulbasaur Doll	♦	Magikarp Doll	●	Squirtle Doll	♦
Clefairy Poster	●	Magnaplant	♦	Staryu Doll	●
Diglett Doll	●	NES	♦	Super NES	●
Gengar Doll	●	Nintendo 64	♦	Surfing Pikachu Doll	★★
Geodude Doll	●	Oddish Doll	●	Tropicplant	♦
Green Carpet	★	Pikachu Poster	★	Virtual Boy	★
Grimer Doll	●	Pink Bed	♦	Voltorb Doll	●
Jigglypuff Doll	●	Poliwag Doll	●	Weedle Doll	●
				Yellow Carpet	★

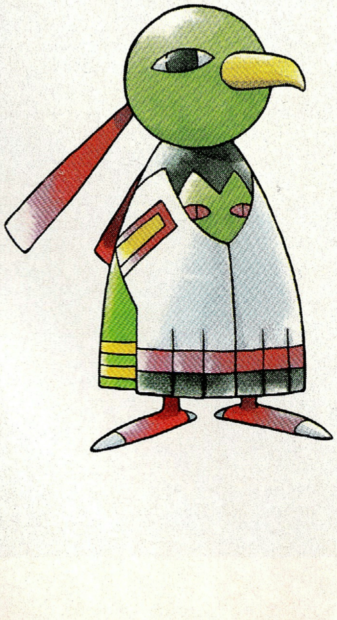
● = Common ♦ = Uncommon ★ = Rare ★★ = Extremely Rare

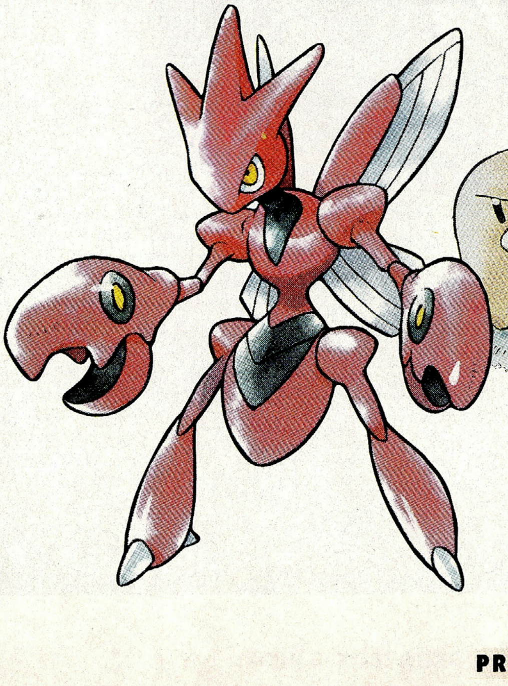
The Pokémon Pikachu 2 GS Connection

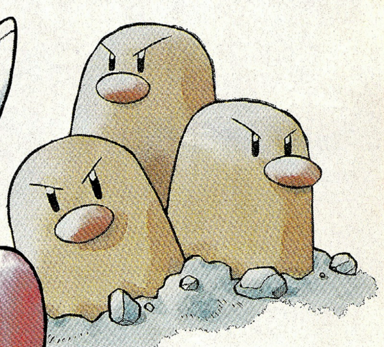
You can also use the Pokémon Pikachu™ 2 GS (sold separately) with the Mystery Gift feature of *Pokémon Crystal*. As you walk around with the Pokémon Pikachu 2 GS clipped to your belt, you accumulate what are known as Watts. You can feed the Watts to Pikachu or you can use them to "buy" items through Mystery Gift. The following table shows you what items you can buy with the Watts from your Pokémon Pikachu 2 GS.

Item Name	# of Watts	Item Name	# of Watts
Mail	0–99	Miracleberry	600–699
Berry	100–199	Gold Berry	700–799
Bitter Berry	200–299	Elixir	800–899
Great Ball	300–399	Revive	900–998
Max Repel	400–499	Rare Candy	999
Ether	500–599		









Moves

This Moves table tells you all you need to know about the moves your Pokémon can learn in *Pokémon Crystal*. No changes were made to the moves between *Pokémon Gold* and *Silver* and *Pokémon Crystal*.

NOTE

The moves labeled with ➤ are considered Special Attacks, while the rest fall under the category of Physical Attacks. The efficiency of Special Attacks are governed by a Pokémon's Special Attack and Special Defense stats while Physical Attacks are governed by the Attack and Defense stats.

R/B/Y	Name	Type	ATK	ACC	PP	
➤ *	Absorb	Grass	20	100	20	**Description:** The Pokémon recovers 1/2 of the amount of damage that the opponent Pokémon receives from this Attack.
*	Acid	Poison	40	100	30	**Description:** Has a 10 percent chance of lowering enemy's Defense by one point.
*	Acid Armor	Poison	—	—	40	**Description:** Raises the Pokémon's Attack by two points.
	Aeroblast	Flying	100	95	5	**Description:** Has a better chance of performing a Critical Hit.
➤ *	Agility	Psychic	—	—	30	**Description:** Doubles the Pokémon's Speed.
➤ *	Amnesia	Psychic	—	—	20	**Description:** Raises the Pokémon's SPCL Defense by two points.
	Ancient Power	Rock	60	100	5	**Description:** Has a 10 percent chance of raising all of the Pokémon's abilities by one point.
	Attract	Normal	—	100	15	**Description:** Affects only Pokémon of the opposite sex. Prevents the opponent Pokémon from Attacking with a 50 percent probability.
➤ *	Aurora Beam	Ice	65	100	20	**Description:** Has a 10 percent chance of lowering the enemy's Attack by one point.
*	Barrage	Normal	15	85	20	**Description:** Attacks two–five times in one turn.
➤ *	Barrier	Psychic	—	—	30	**Description:** Increases the Pokémon's Defense by two points.
	Baton Pass	Normal	—	—	40	**Description:** Changes out the casting Pokémon for one of the other Allied Pokémon. The substitute Pokémon inherits any beneficial Support Effects gained so far. The move fails if you don't have any Pokémon to alternate with.
➤	Beat Up	Dark	10	100	10	**Description:** Number of Attacks against the opponent is equal to the number of the Pokémon. Does not include Fainted Pokémon or those with Status Anomalies in that number.
	Belly Drum	Normal	—	—	10	**Description:** Raises Attack to its maximum level, but in return it decreases the Pokémon's Max HP by 1/2.
*	Bide	Normal	—	100	10	**Description:** Attack continues for two–three turns and the damage received from the opponent during that time is doubled.
*	Bind	Normal	15	75	20	**Description:** Consecutive Attack for two–five turns. Enemy can't flee during that time.
➤ *	Bite	Dark	60	100	25	**Description:** Causes opponent to Flinch with 30 percent probability.
➤ *	Blizzard	Ice	120	70	5	**Description:** 10 percent additional chance of Freezing the opponent.
*	Body Slam	Normal	85	100	15	**Description:** 30 percent additional effect of Paralysis.
*	Bone Club	Ground	65	85	20	**Description:** 10 percent additional chance of causing the opponent Pokémon to Flinch.
	Bone Rush	Ground	25	80	10	**Description:** Attacks two–five turns in one round.
*	Bonemerang	Ground	50	90	10	**Description:** Pokémon Attacks twice in a row each turn.
➤ *	Bubble	Water	20	100	30	**Description:** Lowers the opponent Pokémon's Speed with a 10 percent probability.
➤ *	Bubblebeam	Water	65	100	20	**Description:** 10 percent additional chance of lowering the opponent Pokémon's Speed.
	Charm	Normal	—	100	20	**Description:** Lowers the opponent Pokémon's Attack by one point.
➤ *	Clamp	Water	35	75	10	**Description:** Attacks over two–five consecutive turns during which the enemy can't flee.
*	Comet Punch	Normal	18	85	15	**Description:** Attacks two–five times in one turn.
*	Confuse Ray	Ghost	—	100	10	**Description:** Confuses opponent.
➤ *	Confusion	Psychic	50	100	25	**Description:** 10 percent additional effect of Confusion.
*	Constrict	Normal	10	100	35	**Description:** Lowers the opponent Pokémon's Speed by one point with a 10 percent probability.
*	Conversion	Normal	—	—	30	**Description:** Changes the Pokémon's type to one of the types of moves that it possesses.
	Conversion 2	Normal	—	100	30	**Description:** Changes the Pokémon's type to the type that is resistant to the Attack the opponent Pokémon is going to use.
➤	Cotton Spore	Grass	—	85	40	**Description:** Lowers the opponent Pokémon's Speed by two points.
*	Counter	Fighting	—	100	20	**Description:** Attacks second in battle and inflicts twice as much damage as the opponent's Attack.
➤ *	Crabhammer	Water	90	85	10	**Description:** Makes it easy to produce a Critical Attack.
	Cross Chop	Fighting	100	80	5	**Description:** Makes it easier to produce a Critical Attack.
➤	Crunch	Dark	80	100	15	**Description:** Lowers the opponent Pokémon's SPCL Defense by one point with a 20 percent probability.
	Curse	???	—	—	10	**Description:** Raises the Pokémon's Attack and Defense by one point and lowers the Pokémon's Speed by one point. If cast by a Ghost-type Pokémon, it decreases its own HP by 1/2 and the opponent Pokémon's HP each turn.
*	Cut	Normal	50	95	30	**Description:** Normal Attack. On the Field, this cuts down thin trees.
*	Defense Curl	Normal	—	—	40	**Description:** Raises the Pokémon's Defense by one point.
	Destiny Bond	Ghost	—	—	5	**Description:** After using this move, if your Pokémon faints, the opponent Pokémon does too.
	Detect	Fighting	—	—	5	**Description:** Allows you to evade Attack this turn without a doubt. Success rate decreases with each consecutive use.
*	Dig	Ground	60	100	10	**Description:** Digs a hole during Turn 1, Attacks on Turn 2. On the Field, use this move to escape from caves.
*	Disable	Normal	—	55	20	**Description:** Disables the move the opponent Pokémon just used for a number of turns.
*	Dizzy Punch	Normal	70	100	10	**Description:** 20 percent additional chance of Confusing the opponent.
*	Double Kick	Fighting	30	100	30	**Description:** Pokémon's Attack hits twice.
*	Double Team	Normal	—	—	15	**Description:** Raises the Pokémon's Evasiveness by one point.
*	Double-Edge	Normal	120	100	15	**Description:** The casting Pokémon receives 1/4 of the damage inflicted on the opponent.
*	Doubleslap	Normal	15	85	10	**Description:** Attack two-five times in one turn.
➤ *	Dragon Rage	Dragon	—	100	10	**Description:** Does 40 points of damage regardless of the Pokémon's abilities.
➤	Dragonbreath	Dragon	60	100	20	**Description:** Paralyzes opponent with a 30 percent probability.
➤ *	Dream Eater	Psychic	100	100	15	**Description:** This effect only works when the opponent is Asleep. The Pokémon recovers 1/2 of the HP damage inflicted.
*	Drill Peck	Flying	80	100	20	**Description:** Normal Attack.
	Dynamicpunch	Fighting	100	50	5	**Description:** If the move hits, the opponent becomes Confused without fail.
*	Earthquake	Ground	100	100	10	**Description:** Normal Attack. Has no effect against Flying types.
*	Egg Bomb	Normal	100	75	10	**Description:** Normal Attack.
➤ *	Ember	Fire	40	100	25	**Description:** 10 percent additional chance of Burning the opponent Pokémon.
	Encore	Normal	—	100	5	**Description:** Makes the opponent Pokémon repeat the last move used two-six times.
	Endure	Normal	—	—	10	**Description:** Pokémon always survives with one HP regardless of Attack. The success rate decreases with repeated use.
*	Explosion	Normal	250	100	5	**Description:** Pokémon faints after the Attack is finished.
	Extremespeed	Normal	80	100	5	**Description:** Attack always hits first. If both Pokémon use this, it works for the one with the highest Speed.
➤	Faint Attack	Dark	60	—	20	**Description:** Attack hits opponent without fail.
	False Swipe	Normal	40	100	40	**Description:** Leaves the opponent with one HP without fail. (You cannot defeat a Pokémon with this move.)
➤ *	Fire Blast	Fire	120	85	5	**Description:** 10 percent additional chance of Burning the opponent Pokémon.
➤ *	Fire Punch	Fire	75	100	15	**Description:** 10 percent additional chance of Burning the opponent Pokémon.
➤ *	Fire Spin	Fire	15	70	15	**Description:** Consecutive Attack for two-five turns. Enemy can't flee during that time.
*	Fissure	Ground	—	30	5	**Description:** Defeats the enemy with one Attack. Doesn't work against Flying types.
	Flail	Normal	—	100	15	**Description:** Inflicts more damage the lower the Pokémon's HP.
➤	Flame Wheel	Fire	60	100	25	**Description:** 10 percent chance of causing Burn. Melts Ice.
➤ *	Flamethrower	Fire	95	100	15	**Description:** Additional effect of Burn (10 percent).
*	Flash	Normal	—	70	20	**Description:** Lowers opponent's Accuracy by one point.
*	Fly	Flying	70	95	15	**Description:** Fly up into the air on Turn 1 and Attack on Turn 2. On the Field, use this move to fly to the cities you've visited before.
*	Focus Energy	Normal	—	—	30	**Description:** Makes it easy to produce a Critical Hit.

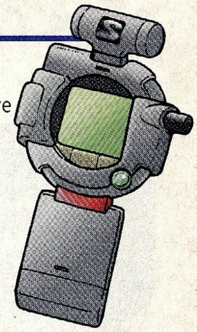
R/B/Y	Name	Type	ATK	ACC	PP
	Foresight	Normal	—	100	40
Description: Opponent's Evasiveness returns back to normal. Fighting and Normal Attacks become effective against Ghost-type Pokémon.					
	Frustration	Normal	—	100	20
Description: The more the Pokémon hates you, the stronger the Attack.					
*	Fury Attack	Normal	15	85	20
Description: Attacks two-five times in one turn.					
	Fury Cutter	Bug	10	95	20
Description: The strength of this move doubles each consecutive turn it is used successfully. It returns to normal when you stop using it or a hit misses.					
*	Fury Swipes	Normal	18	80	15
Description: Attack two-five consecutive turns.					
➤	Future Sight	Psychic	80	90	15
Description: Attacks the opponent Pokémon after two turns.					
➤	Giga Drain	Grass	60	100	5
Description: The Pokémon recovers 1/2 of the amount of damage that the opponent Pokémon receives from this Attack.					
*	Glare	Normal	—	75	30
Description: Paralyzes enemy.					
*	Growl	Normal	—	100	40
Description: Lowers the opponent's Attack by one point.					
*	Growth	Normal	—	—	40
Description: Raises the Pokémon's SPCL Attack by one point.					
*	Guillotine	Normal	—	30	5
Description: In one blow, you Knock Out the opponent.					
*	Gust	Flying	40	100	35
Description: Normal Attack.					
*	Harden	Normal	—	—	30
Description: Raises the Pokémon's Defense by one point.					
➤ *	Haze	Ice	—	—	30
Description: Returns all Status Anomalies (both the casting Pokémon's and the opponent Pokémon's) back to normal.					
*	Headbutt	Normal	70	100	15
Description: 30 percent chance of causing the opponent to Flinch. On the Field, use to bash into trees, possibly knocking out a Pokémon.					
	Heal Bell	Normal	—	—	5
Description: Recovers all of an Ally's Status Anomalies.					
*	Hi Jump Kick	Fighting	85	90	20
Description: When this Attack fails, you take 1/8 damage of possible damage inflicted.					
	Hidden Power	Normal	—	100	15
Description: Changes type and power changes based on the Pokémon using it.					
*	Horn Attack	Normal	65	100	25
Description: Normal Attack.					
*	Horn Drill	Normal	—	30	5
Description: In one blow, the opponent is Knocked Out.					
➤ *	Hydro Pump	Water	120	80	5
Description: Normal Attack.					
*	Hyper Beam	Normal	150	90	5
Description: Inflicts a large amount of damage but the Pokémon cannot Attack on the next turn.					
*	Hyper Fang	Normal	80	90	15
Description: 10 percent additional chance of causing the opponent Pokémon to Flinch.					
➤ *	Hypnosis	Psychic	—	60	20
Description: Puts enemy to Sleep.					
➤ *	Ice Beam	Ice	95	100	10
Description: 10 percent additional effect of Freezing the Pokémon's opponent.					
➤ *	Ice Punch	Ice	75	100	15
Description: 10 percent additional effect of Freezing the Pokémon's opponent.					
➤ *	Icy Wind	Ice	55	95	15
Description: Lowers the opponent Pokémon's Speed by one point without fail.					
	Iron Tail	Steel	100	75	15
Description: Lowers opponent's Defense one level, with a 30 percent probability.					
*	Jump Kick	Fighting	70	95	25
Description: When this Attack fails, you take 1/8 damage of the possible damage inflicted.					
*	Karate Chop	Fighting	50	100	25
Description: Makes it easier to produce a Critical Hit.					
➤ *	Kinesis	Psychic	—	80	15
Description: Lowers opponent's Accuracy by one point.					
*	Leech Life	Bug	20	100	15
Description: The Pokémon recovers 1/2 of the amount of damage that the opponent Pokémon receives from this Attack.					
➤ *	Leech Seed	Grass	—	90	10
Description: Absorbs enemy's HP with each turn and recovers part of the HP absorbed. This effect continues even after the opponent's Pokémon is changed.					
*	Leer	Normal	—	100	30
Description: Lowers opponent's Defense by one point.					
*	Lick	Ghost	20	100	30
Description: Additional effect of Paralysis (30 percent).					
➤ *	Light Screen	Psychic	—	—	30
Description: Halves the damage from Special Attacks for five turns. The effect continues after changing Pokémon.					
	Lock-on	Normal	—	100	5
Description: The Pokémon's Attack on the Pokémon's next turn hits without fail.					
*	Lovely Kiss	Normal	—	75	10
Description: Puts the opponent Pokémon to sleep.					
*	Low Kick	Fighting	50	90	20
Description: 30 percent probability of making the opponent Flinch.					
	Mach Punch	Fighting	40	100	30
Description: Makes you able to strike first without fail. (If both Pokémon produce this Attack, the one with the highest Speed rating goes first.)					
	Magnitude	Ground	—	100	30
Description: Strength of the Attack randomly changes (10, 30, 50, 70, 90, 110, or 150). Doesn't work against Flying-types.					
	Mean Look	Normal	—	100	5
Description: Makes the opponent Pokémon unable to flee until the caster is no longer in the battle.					
➤ *	Meditate	Psychic	—	—	40
Description: Raises the Pokémon's Attack by one point.					
➤ *	Mega Drain	Grass	40	100	10
Description: The Pokémon absorbs 1/2 of the damage inflicted.					
*	Mega Kick	Normal	120	75	5
Description: Normal Attack.					
*	Mega Punch	Normal	80	85	20
Description: Normal Attack.					
	Megahorn	Bug	120	85	10
Description: Normal Attack.					
	Metal Claw	Steel	50	95	35
Description: Raises the Pokémon's Defense by one with a 10 percent probability.					
*	Metronome	Normal	—	—	10
Description: Produce various random Attacks.					
	Milk Drink	Normal	—	—	10
Description: Recover 1/2 of the Pokémon's maximum HP. On the Field, this divides 1/5 of the caster's HP between all of the Pokémon's Allied Pokémon.					
*	Mimic	Normal	—	100	10
Description: Allows the Pokémon to copy and use the opponent Pokémon's last Attack for the duration of the battle.					
	Mind Reader	Normal	—	100	5
Description: The Pokémon's next Attack hits without fail.					
*	Minimize	Normal	—	—	20
Description: Ups the caster's Evasiveness by two points.					
➤	Mirror Coat	Psychic	—	100	20
Description: Pokémon Attacks second in battle (regardless of Pokémon's Speed). Returns doubled the Special Attacks of the opponent Pokémon.					
*	Mirror Move	Flying	—	—	20
Description: Pokémon counters with the same Attack used by the opponent Pokémon.					
➤ *	Mist	Ice	—	—	30
Description: Caster cannot be affected by moves that lower abilities.					
	Moonlight	Normal	—	—	5
Description: Recovers HP but the effectiveness changes based on the time of day.					
	Morning Sun	Normal	—	—	5
Description: Recovers HP but the effectiveness changes based on the time of day.					
	Mud-Slap	Ground	20	100	10
Description: Lowers opponent's Accuracy by one point.					
*	Night Shade	Ghost	—	100	15
Description: Inflicts damage equal to the Pokémon's level, regardless of the Pokémon's or the opponent Pokémon's abilities.					
	Nightmare	Ghost	—	100	15
Description: Gives the opponent Pokémon Nightmare status. This effect only works when the opponent is Asleep.					
➤	Octazooka	Water	65	85	10
Description: Lowers the opponent's Accuracy by one point with a 50 percent probability.					
➤	Outrage	Dragon	90	100	15
Description: Consecutive Attacks for two-three turns, then when the Attack is finished, the Pokémon becomes Confused.					
	Pain Split	Normal	—	100	20
Description: Adds both the Pokémon's HP and the opponent Pokémon's then splits the number in 1/2 and divides them accordingly.					
*	Pay Day	Normal	40	100	20
Description: After battle, you receive money equal to the Pokémon's level times the number of Attacks x2.					
*	Peck	Flying	35	100	35
Description: Normal Attack.					
	Perish Song	Normal	—	—	5
Description: Makes both Pokémon used in Battle faint after three turns. The effect disappears if the Pokémon is changed.					
➤ *	Petal Dance	Grass	70	100	20
Description: Attack for two-three turns, then when the effect ends, the Pokémon becomes Confused.					
*	Pin Missile	Bug	14	85	20
Description: Attacks two-five times in one turn.					
*	Poison Gas	Poison	—	55	40
Description: Infects opponent with Poison.					
*	Poison Sting	Poison	15	100	35
Description: 30 percent additional effect of Poison.					
*	Poisonpowder	Poison	—	75	35
Description: Infects opponent with Poison.					
*	Pound	Normal	40	100	35
Description: Normal Attack.					
➤	Powder Snow	Ice	40	100	25
Description: Freezes the opponent Pokémon with a 10 percent probability.					
	Present	Normal	—	90	15
Description: Damage inflicted is either 40, 80, or 120 but may also recover opponent's HP by 80.					
	Protect	Normal	—	—	10
Description: Defends against the opponent's current Attack. The success ratio is lowered when used consecutively.					
➤ *	Psybeam	Psychic	65	100	20
Description: 10 percent additional chance of Confusion.					
	Psych Up	Normal	—	—	10
Description: When the opponent uses moves that have beneficial side effects (such as Leech Seed, etc.), the same effects benefit your own Pokémon.					
➤ *	Psychic	Psychic	90	100	10
Description: Reduces opponent's SPCL Defense by one point with a 10 percent probability.					
➤ *	Psywave	Psychic	—	80	15
Description: Randomly inflicts 1 to $1\frac{1}{2}$ points of damage times the Pokémon's level.					
➤	Pursuit	Dark	40	100	20
Description: If used before opponent changes Pokémon, then it inflicts twice as much damage to it as it is changed.					
*	Quick Attack	Normal	40	100	30
Description: Get a pre-emptive Attack without fail. (If both Pokémon use this Attack, the one with the highest Speed lands the Attack first.)					
*	Rage	Normal	20	100	20
Description: Raises the Pokémon's Attack every time you receive damage.					
➤	Rain Dance	Water	—	—	5
Description: Raises the strength of Water-type Attacks for five turns.					
	Rapid Spin	Normal	20	100	40
Description: Releases the Pokémon from continuous moves such as "Bind" and "Leech Seed."					
➤ *	Razor Leaf	Grass	55	95	25
Description: Makes it easier to produce a Critical Hit.					
*	Razor Wind	Normal	80	75	10
Description: Gathers strength Turn 1 and Attacks during Turn 2. Makes it easier to do a Critical Hit.					
*	Recover	Normal	—	—	20
Description: Recover HP up to $\frac{1}{2}$ the maximum points.					
➤ *	Reflect	Psychic	—	—	20
Description: Halves the damage from physical Attacks for five turns. Effect continues even if you change Pokémon.					

R/B/Y	Name	Type	ATK	ACC	PP	Description
➤ *	Rest	Psychic	—	—	10	After the Pokémon recovers all HP, it lies down to Sleep for two Turns.
	Return	Normal	—	100	20	The Pokémon you are using becomes stronger the more emotionally attached it is to you.
	Reversal	Fighting	—	100	15	The fewer HP the Pokémon has remaining, the stronger the Attack.
*	Roar	Normal	—	100	20	Opponent is withdrawn from battle. In a Trainer's Battle, the Pokémon is forcibly changed.
*	Rock Slide	Rock	75	90	10	30 percent additional chance of causing the opponent to Flinch.
	Rock Smash	Fighting	20	100	15	Lowers the opponent's Defense by one point with a 50 percent probability. On the Field, this crushes rocks, possibly releasing a Pokémon.
*	Rock Throw	Rock	50	90	15	Normal Attack
*	Rolling Kick	Fighting	60	85	15	Causes the opponent to Flinch with a 30 percent probability.
	Rollout	Rock	30	90	20	Consecutive Attacks for up to five turns until it misses. Increases damage with each hit.
➤	Sacred Fire	Fire	100	95	5	Burns opponent with a 50 percent probability.
	Safeguard	Normal	—	—	25	Over five turns, this protects against Status Anomalies. Effect continues when you change Pokémon.
*	Sand-Attack	Ground	—	100	15	Lowers opponent's Accuracy by one point.
	Sandstorm	Rock	—	—	10	Damages both players on each turn. Does not effect Rock, Earth, or Steel types.
	Scary Face	Normal	—	90	10	Lowers opponent's Speed by two points.
*	Scratch	Normal	40	100	35	Normal Attack.
*	Screech	Normal	—	85	40	Lowers the opponent Pokémon's Defense by two points.
*	Seismic Toss	Fighting	—	100	20	Inflicts damage on the opponent equal to the Pokémon's level, regardless of both Pokémon's abilities.
*	Selfdestruct	Normal	200	100	5	Pokémon Faints after using this move.
	Shadow Ball	Ghost	80	100	15	Lowers opponent's SPCL Defense by one point with a 20 percent probability.
*	Sharpen	Normal	—	—	30	Raises the Pokémon's Attack by one point.
*	Sing	Normal	—	55	15	Puts opponent to Sleep.
	Sketch	Normal	—	—	1	Copies the opponent Pokémon's last Attack, permanently adding it to the Pokémon's move list.
*	Skull Bash	Normal	100	100	15	Raises the Pokémon's Defense by one point during Turn 1 and Attacks for Turn 2.
*	Sky Attack	Flying	140	90	5	Gathers strength during Turn 1, Attacks during Turn 2. Likely to become a Critical Hit.
*	Slam	Normal	80	75	20	Normal Attack.
*	Slash	Normal	70	100	20	Makes it easy to produce a Critical Hit.
➤ *	Sleep Powder	Grass	—	75	15	Puts opponent to Sleep.
	Sleep Talk	Normal	—	—	10	Randomly uses one of the moves you possess, but only when the opponent is Asleep.
*	Sludge	Poison	65	100	20	30 percent chance of Poisoning the opponent.
	Sludge Bomb	Poison	90	100	10	30 percent chance of Poisoning the opponent.
*	Smog	Poison	20	70	20	Infects opponent with Poison with 40 percent probability.
*	Smokescreen	Normal	—	100	20	Lowers opponent's Accuracy.
	Snore	Normal	40	100	15	This is only effective when the Pokémon is Asleep. Makes the opponent Pokémon Flinch with a 30 percent possibility.
*	Softboiled	Normal	—	100	10	Recover 1/2 of Max HP. On the Field, it distributes 1/5 of the user's HP to the other Allied Pokémon.
➤ *	Solarbeam	Grass	120	100	10	Absorb light on Turn 1 and Attack on Turn 2.
*	Sonicboom	Normal	—	90	20	Does 20 points of damage regardless of the opponent's Attack or Defense strength.
➤	Spark	Electric	65	100	20	Paralyzes opponent with a 30 percent probability.
	Spider Web	Bug	—	100	10	The opponent cannot flee. The Trainer cannot change Pokémon.
*	Spike Cannon	Normal	20	100	15	Attacks two–five times in one turn.
	Spikes	Ground	—	—	20	Traps opponent and Attacks continuously for two–five turns.
	Spite	Ghost	—	100	10	Randomly decreases by two–five PP the move that the opponent last used.
*	Splash	Normal	—	—	40	The Pokémon simply splashes about. Nothing else happens.
➤ *	Spore	Grass	—	100	15	Puts the enemy to Sleep.
	Steel Wing	Steel	70	90	25	Raises the Pokémon's Defense by one point with a 10 percent probability.
*	Stomp	Normal	65	100	20	30 percent additional chance of causing the opponent to Flinch.
*	Strength	Normal	80	100	15	Normal Attack. On the Field, you can use this to move rocks.
*	String Shot	Bug	—	95	40	Lowers opponent's Speed one level.
*	Struggle	Normal	50	100	1	Move you can use once you've used up all of the Pokémon's other moves. The Pokémon receives ¼ damage.
➤ *	Stun Spore	Grass	—	75	30	Paralyzes enemy.
*	Submission	Fighting	80	80	25	Recoil hits the Pokémon, causing it to take ¼ damage inflicted by the opponent.
*	Substitute	Normal	—	—	10	Build the Pokémon's own alter-ego using ¼ of the Pokémon's max HP. Pokémon takes no damage while the substitute remains.
➤	Sunny Day	Fire	—	—	5	Raises the power of Fire-type moves for five turns.
*	Super Fang	Normal	—	90	10	Halves the opponent Pokémon's HP.
*	Supersonic	Normal	—	55	20	Confuses enemy.
➤ *	Surf	Water	95	100	15	Normal Attack. On the Field, use this to surf across the water.
	Swagger	Normal	—	90	15	Makes the opponent Confused and in return ups its Attack by two points.
	Sweet Kiss	Normal	—	75	10	Confuses the opponent Pokémon.
	Sweet Scent	Normal	—	100	20	Lowers the opponent Pokémon's Evasiveness by one point.
*	Swift	Normal	60	—	20	Attack hits without fail.
*	Swords Dance	Normal	—	—	30	Raises the Pokémon's Attack by two points.
➤	Synthesis	Grass	—	—	5	Recovers HP but the effectiveness changes based on the time of day.
*	Tackle	Normal	35	95	35	Normal Attack.
*	Tail Whip	Normal	—	100	30	Lowers opponent's Defense by one point.
*	Take Down	Normal	90	85	20	Pokémon takes ¼ of the damage inflicted on the opponent.
➤ *	Teleport	Psychic	—	—	20	Ends the battle. Has no effect in Trainer battles. On the Field, this teleports you to the last Pokémon Center you visited.
➤	Thief	Dark	40	100	10	Allows the Pokémon to steal any Item that a Wild Pokémon has attached to it. Becomes a basic Attack if the opponent Pokémon has nothing.
*	Thrash	Normal	90	100	20	Pokémon continues Attacking for two–three turns, then when the effect ends, the Pokémon becomes Confused.
➤ *	Thunder	Electric	120	70	10	30 percent chance of causing the opponent Paralysis.
➤ *	Thunder Wave	Electric	—	100	20	Paralyzes the opponent Pokémon.
➤ *	Thunderbolt	Electric	95	100	15	10 percent additional effect of Paralysis.
➤ *	Thunderpunch	Electric	75	100	15	10 percent additional effect of Paralysis.
➤ *	Thundershock	Electric	40	100	30	10 percent additional effect of Paralysis.
*	Toxic	Poison	—	85	10	Infects opponent with Poison. With each turn the Poison damage increases.
*	Transform	Normal	—	—	10	Transforms into the opponent Pokémon using the same moves. (All moves have 5 PP.)
*	Tri Attack	Normal	80	100	10	30 percent additional effect of Paralysis, Burn, or Freeze.
	Triple Kick	Fighting	10	90	10	Attack three times in a row. The damage increases by 10 (10, 20, 30) with each successful blow, but the growth is stopped when it misses.
*	Twineedle	Bug	25	100	20	Two consecutive Attacks and 20 percent additional effect of Poison.
➤	Twister	Dragon	40	100	20	20 percent chance of causing the opponent Pokémon to Flinch.
*	Vicegrip	Normal	55	100	30	Normal Attack.
➤ *	Vine Whip	Grass	35	100	10	Normal Attack.
	Vital Throw	Fighting	70	100	10	Attacks second in battle; next Attack hits without fail.
➤ *	Water Gun	Water	40	100	25	Normal Attack.
➤ *	Waterfall	Water	80	100	15	Normal Attack. On the Field, you can use this to climb waterfalls.
➤	Whirlpool	Water	15	70	15	Inflicts continuous damage for two–five turns. During this time the opponent Pokémon cannot flee. On the Field, this causes whirlpools to dissipate.
*	Whirlwind	Normal	—	100	20	Ends battle by blowing enemy away. In Trainer Battles, the opponent's Pokémon is changed.
*	Wing Attack	Flying	60	100	35	Normal Attack.
➤ *	Withdraw	Water	—	—	40	Raises the Pokémon's Defense by one point.
*	Wrap	Normal	15	85	20	Consecutive Attack for two–five turns. Enemy can't flee during that time.
➤	Zap Cannon	Electric	100	50	5	If this Attacks hits, it Paralyzes the opponent Pokémon without fail.

TM and HM

This chapter covers both the Technical Machines (TM) and Hidden Machines (HM) for *Pokémon Crystal*. These machines teach Pokémon moves that they would not normally learn through experience. TMs are one-time-use only items that can be bought in stores and game corners and found throughout the Johto and Kanto regions of the Pokémon World. However, the best and strongest TMs are hidden in caves or given as rewards for good deeds. The best thing about TMs is that you can use them to customize your current Pokémon or its future generations (see "The Complete Breeding Section"). The worst thing is that you can use them only once!

Hidden Machines (HM) are reusable. You can teach the move an HM contains to as many Pokémon as you like. However, once you've taught a Pokémon a move contained in an HM, it cannot unlearn it except with the help of the Move Deleter in Blackthorn City.



TM/HMs Found in *Pokémon Crystal*

The following table lists all of the TM/HMs found in *Pokémon Gold* and *Silver* and tells you where to find them.

#	Name	Location	
TM01	Dynamicpunch	Get from Chuck at the Cianwood City Gym.	BF
TM02	Headbutt	1) Find in the Ilex Forest. 2) Purchase at the Goldenrod City Dept. Store.	C0
TM03	Curse	Obtain from a guy in the Celadon Mansion in Celadon City (event only happens at night).	C1
TM04	Rollout	Route 35	C2
TM05	Roar	Route 32	C4
TM06	Toxic	Get from Janine at the Fuchsia City Gym.	C5
TM07	Zap Cannon	Get from the Director of the Power Plant.	C6
TM08	Rock Smash	1) Route 36 (after Sudowoodo event). 2) Purchase at the Goldenrod City Dept. Store.	C7
TM09	Psych Up	Trade an Abra from *Pokémon Red, Blue,* and *Yellow* to *Pokémon Crystal*. TM09 ends up attached as a present.	C8
TM10	Hidden Power	1) Find inside the house north of the Lake of Rage. 2) Purchase in the Celadon City Dept. Store.	C9
TM11	Sunny Day	1) Get from a girl in the Radio Tower. 2) Purchase in the Celadon City Dept. Store.	CA
TM12	Sweet Scent	Obtain from a girl in the gatehouse at the north end of Ilex Forest.	CB
TM13	Snore	Route 39; Dark Cave.	CC
TM14	Blizzard	Purchase for 5,500 coins in the Goldenrod City Game Corner.	CD
TM15	Hyper Beam	Purchase for 7,500 coins in the Celadon Game Corner.	CE
TM16	Icy Wind	Receive from Pryce at the Mahogany Town Gym.	CF
TM17	Protect	Purchase at the Celadon City Dept. Store for ₽3000.	d0
TM18	Rain Dance	1) Find in the Slowpoke Well. 2) Purchase in the Celadon City Dept. Store.	d1
TM19	Giga Drain	Obtain from Erika at the Celadon City Gym.	d2
TM20	Endure	Pick up in the Burnt Tower.	d3
TM21	Frustration	Pick up on Sunday at the Goldenrod City Dept. Store (show the woman a Pokémon who hates you).	d4
TM22	Solarbeam	Route 27	d5
TM23	Iron Tail	Obtain from Jasmine at the Olivine City Gym.	d6
TM24	Dragonbreath	Obtain from Clair in the Dragon's Den.	d7
TM25	Thunder	Purchase for 5,500 coins in Goldenrod City Game Corner.	d8
TM26	Earthquake	Find in Victory Road.	d9
TM27	Return	Pick up on Sunday at the Goldenrod City Dept. Store (show the woman a Pokémon who loves you).	da
TM28	Dig	Pick up in National Park.	db
TM29	Psychic	Obtain from Mr. Psychic in Saffron City.	dd
TM30	Shadow Ball	Obtain when you beat Gym Leader Morty in Ecruteak City.	de
TM31	Mud-Slap	Obtain from Falkner at the Violet City Gym.	df
TM32	Double Team	Purchase for 1,500 coins in the Celadon City Game Corner.	e0
TM33	Ice Punch	1) Purchase for ₽3000 at the Goldenrod City Dept. Store. 2) Trade either Krabby, Horsea, Goldeen, or Staryu from *Pokémon Red, Blue,* and *Yellow* to *Pokémon Crystal*. TM33 comes attached as a gift.	e1
TM34	Swagger	Pick up at the Olivine Lighthouse.	e2
TM35	Sleep Talk	Pick up in the Underground Passage in Goldenrod.	e3
TM36	Sludge Bomb	Obtain at the gatehouse to Route 43 after you clear out the Team Rocket Hideout.	e4
TM37	Sandstorm	1) Obtain from house on Route 27. 2) Purchase for ₽2000 from the Celadon Dept. Store.	e5
TM38	Fire Blast	Purchase for 5,500 coins in Goldenrod City Game Corner.	e6
TM39	Swift	Pick up in Union Cave.	e7
TM40	Defense Curl	Pick up in Mt. Mortar.	e8
TM41	Thunderpunch	Purchase for ₽3000 at the Goldenrod City Dept. Store.	e9
TM42	Dream Eater	Obtain in Viridian City.	ea
TM43	Detect	1) Pick up around the Lake of Rage. 2) Trade either Nidoran♂ or Nidoran♀ from *Pokémon Red, Blue,* and *Yellow* to *Pokémon Crystal*. TM43 comes attached as a gift.	eb
TM44	Rest	Pick up in the Ice Path.	ec
TM45	Attract	Get from Whitney in Goldenrod City.	ed
TM46	Thief	Pick up in Team Rocket Hideout in Mahogany Town.	ee
TM47	Steel Wing	1) Pick up in the Rock Tunnel. 2) Agree to keep the hermit's secret on Route 28.	ef
TM48	Fire Punch	Purchase for ₽3000 at the Goldenrod City Dept. Store.	F0
TM49	Fury Cutter	Obtain from Bugsy at the Azalea Town Gym.	f1
TM50	Nightmare	Obtain on Route 31.	f2
HM01	Cut	Get from the Charcoal Man after capturing his Farfetch'd in Ilex Forest.	f3
HM02	Fly	Get from Chuck's wife in Cianwood City after defeating Chuck.	f4
HM03	Surf	Get from the old man at the Ecruteak Dance Theater after defeating all five of the Kimono Girls.	f5
HM04	Strength	Talk to the Sailor in the house next to the Pokémon Center in Olivine City.	f6
HM05	Flash	Obtain from the head Sage at the top of Sprout Tower.	f7
HM06	Whirlpool	Get from Lance in Team Rocket Hideout in Mahogany Town.	f8
HM07	Waterfall	Pick up in the Ice Path.	f9

Calendar of Events

TIP Buena's Password Show is on from 6 p.m. to midnight every night of the week. Learn the password, then rush to the Radio Tower in the morning to win points on your Blue Card.

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Day of the Week Family Events	Get a Magnet from Sunny who appears on Route 37.	Get a Sharp Beak from Monica who appears on Route 40.	Get the Pink Bow from Tuscany who appears on Route 29.	Get the Black Belt from Wesley who appears at the Lake of Rage.	Get the Hard Stone from Arthur who appears on Route 36.	Get the Poison Sting from Frieda who appears on Route 32.	Get the Spell Tag from Santos who appears in Blackthorn City.
S.S. Aqua Departures	Travels from Vermilion City to Olivine City.	Travels from Olivine City to Vermilion City.	—	Travels from Vermilion City to Olivine City.	—	Travels from Olivine City to Vermilion City.	—
Bug-Catching Contest	No	No	Yes (You may participate only once per day.)	No	Yes (You may participate only once per day.)	No	Yes (You may participate only once per day.)
Tune broadcast by the Pokémon Music Channel in Johto and the Let's All Sing! channel in Kanto	Pokémon March (Increases Pokémon's appearance rate.)	Pokémon Lullaby (Decreases Pokémon's appearance rate.)	Pokémon March (Increases Pokémon's appearance rate.)	Pokémon Lullaby (Decreases Pokémon's appearance rate.)	Pokémon March (Increases Pokémon's appearance rate.)	Pokémon Lullaby (Decreases Pokémon's appearance rate.)	Pokémon March (Increases Pokémon's appearance rate.)
Shops that open in the Goldenrod City Underground Passage	Herb Shop	Bargains Shop (Open only in the morning.)	—	—	—	—	Herb Shop
Haircut Brother on duty in the Goldenrod City Underground Passage	Younger brother (Unskilled/₽300)	—	Older Brother (Skilled/₽500)	Younger brother (Unskilled/₽300)	Older Brother (Skilled/₽500)	Younger brother (Unskilled/₽300)	Older Brother (Skilled/₽500)
Special Events	**Location:** 5th Floor of the Goldenrod City Department Store. **Event:** Receive a TM based on your Pokémon's Happiness rating. Happy = TM27 (Return); Unhappy = TM21 (Frustration).	**Location:** Mt. Moon **Event:** See the dancing Clefairy. Get a Moon Stone.	**Location:** Dragon's Den **Event:** Speak to your Rival while he trains in the Dragon's Den. This occurs only once you've defeated him at Mt. Moon.	**Location:** Goldenrod City **Event:** The Moves Tutor appears in Goldenrod City outside of the Game Corner. This event only occurs after you defeat the Elite Four.	**Location:** Dragon's Den **Event:** Speak to your Rival while he trains in the Dragon's Den. This occurs only once you've defeated him at Mt. Moon.	**Location 1:** Union Cave B2F **Event 1:** Lapras appears! **Location 2:** Goldenrod City Radio Tower **Event 2:** The new Lucky Number is announced!	**Location:** Goldenrod City **Event:** The Moves Tutor appears in Goldenrod City outside of the Game Corner. This event only occurs after you defeat the Elite Four.
Days when you can battle your Rival at Indigo Plateau (Occurs only after the battle at Mt. Moon)	—	Battle	—	Battle	—	—	—

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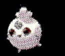

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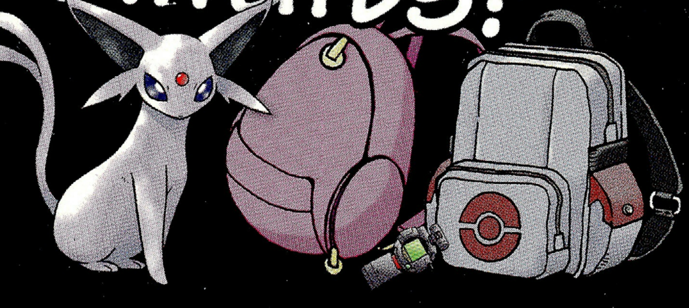

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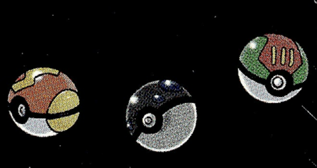

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